

# Box the Numbers

**Topics:** Logic, counting, shape recognition, strategy

**Materials:** Dot Paper, pencils or crayons

**Common Core:** 1.OA.5, 1.G.A.1, MP1, MP6, MP7

How can you box the biggest score?

## Why We Love Box the Numbers

This simple add-on to Dots and Boxes adds more strategy, and more arithmetic practice.

## Launch

Box the Numbers is exactly like Dots and Boxes, except that when you complete a box, you don't simply get a point. Instead, your score changes by whatever number you boxed.

Demonstrate a game by choosing a volunteer and playing in front of the class.

On your turn, add a vertical or horizontal edge between dots. If you complete a square, you claim the number inside it go again. Your score is the sum of all the numbers you box. Whoever has the highest score at the end wins.

## Prompts and Questions

- Is it better to go first or second?
- Why did you win/lose your last game?
- What's your strategy?
- Are draws possible?

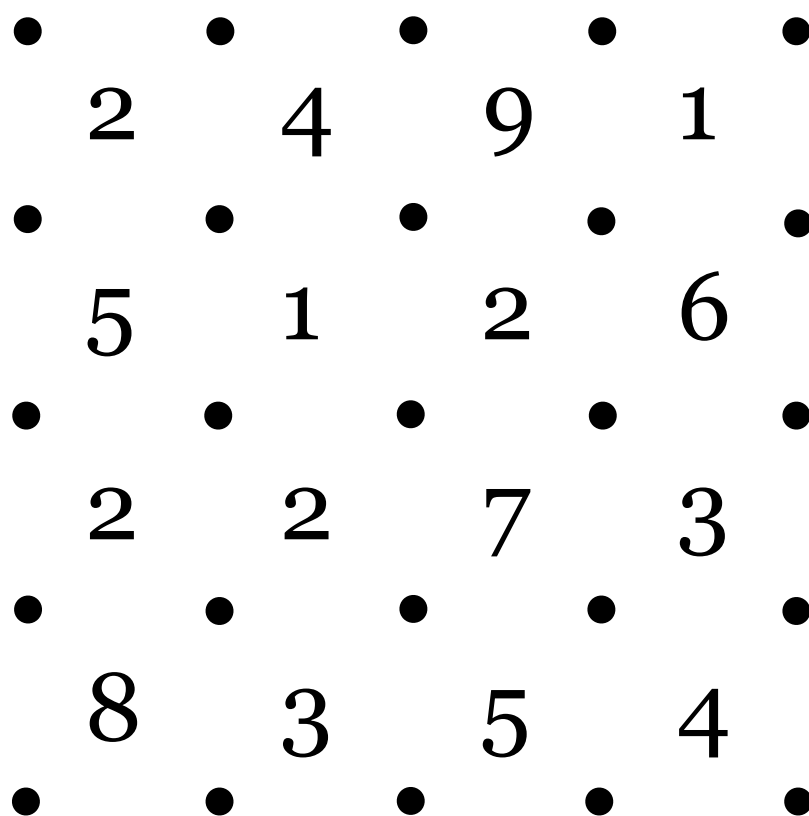
## The Wrap

Ask students what they noticed about the game. How is it different from Dots and Boxes? Does that difference affect their strategy? If they were going to make their own board with their own numbers inside each box, what numbers would they pick to make the game as fun as possible?

## Tips for the Classroom

1. Play enough demonstration games with students so that the rules are clear.
2. Use different colored crayons or pencils while playing for a clearer game.
3. Try different boards to reengage students in the game.
4. Let students make their own boards and play with them, if they're motivated to try.

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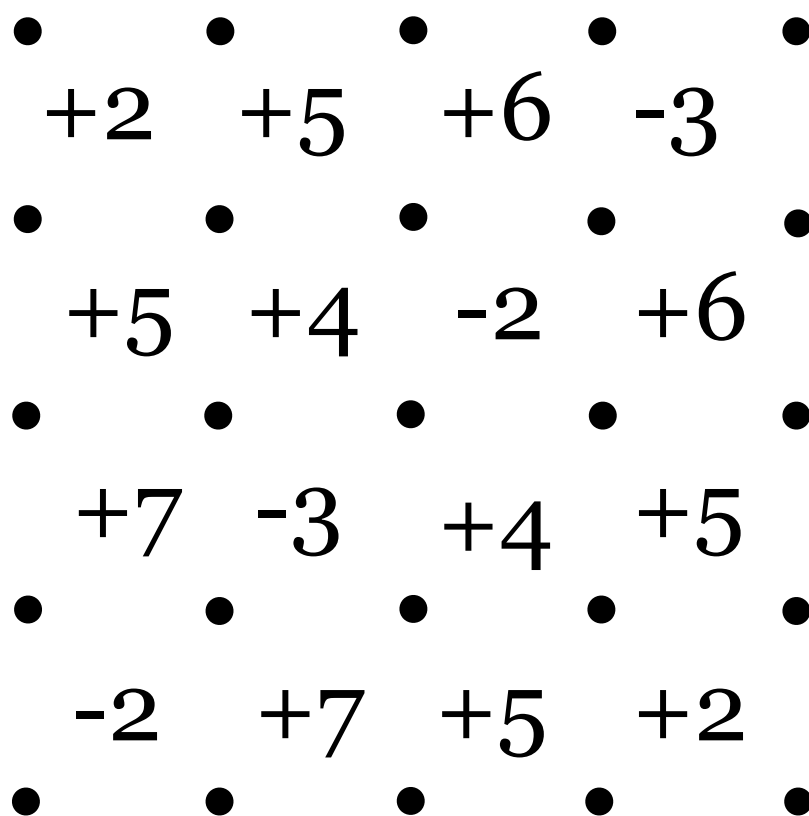
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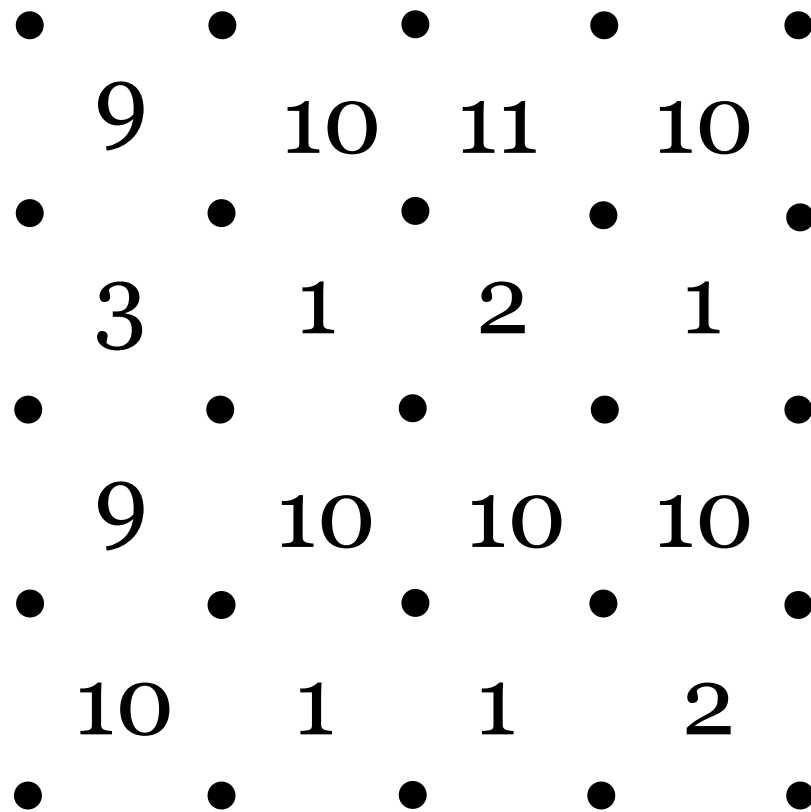
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