

FILL THE COLUMNS

- Material:** A number cube
One game board for each player
Counters
- Players:** Group of two to four or whole class
- Rules:** Players take turns rolling the cube and filling the columns with the number of counters indicated by the roll of the cube. The columns must be filled with an exact roll so a column with 4 spaces cannot be filled if a five is rolled. The winner is the first player who fills all 4 columns.

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This is based on the games of 'chutes' from John Van de Walle: *Elementary and Middle School Mathematics: Teaching Developmentally*

