fact fluency

— subtraction —

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directions

SKILLS-

Fluently subtracting within ten.

PREP-

Print one record sheet for each student.

If you're working on the Subtraction Cover Up or Roll and Solve activities, you'll also need a die for each child.

Grab a paperclip to use as a spinner if you're completing the Subtraction Race.

SUBTRACTION COLOR UP-

Player One rolls a die and subtracts the number from the minuend written at the top of the page. She colors a matching answer. For instance, if she rolls is working on the 12 – page and rolls a five, Player One solves 12 – 5 = 7 and colors a seven.

Then Player Two rolls, solves and colors. If all of the matching answers have already been colored, he loses his turn.

The player with the most bubbles colored at the end of play is the winner.

NOTE: For students who are ready for more challenge, I included sheets for the numbers eleven and twelve PLUS mixed sheets (0–4 and 5–10) so they can practice several different subtraction problems at once.

TIC TAC TOE-

Students take turns solving addition problems with a different colored pencil. For instance, Jack might use a red pencil to write his answers and Jill might use green. Using different colored pencils makes it easy for children to see what boxes each player solved.

Play continues until a player has solved three squares across, down or diagonal. Just like the original version of Tic Tac Toe, students will need to block each other from getting three in a row.

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directions cont.

NOTE: If you are focusing on subtracting fluently within ten, you will want to use the record sheets from zero to ten. For students who are ready for more challenge, I also included mixed sheets for 0-4 and 0-10 so they can practice several different subtraction problems at once.

SUBTRACTION RACE-

Students spin a paperclip around the tip of a pencil to make a spinner on their paper. They solve the problem they land on and then color the difference on their graph.

(Optional: Have students write the problem and solution on their graph instead of just coloring the box.)

Play continues until one of the columns reaches the top.

NOTE: If you are focusing on subtracting fluently within ten, you will want to use the record sheets from zero to ten. For students who are ready for more challenge, I also included mixed sheets for 0-4 and 5-10 so they can practice several different subtraction problems at once.

ROLL AND SOLVE-

Students roll a playing die and solve one of the problems in the matching column.

For instance, if a student rolled four, she would solve one of the problems written in the four column.

If all of the problems in the column have already been completed, the player rolls again.

Play continues until all problems have been solved.

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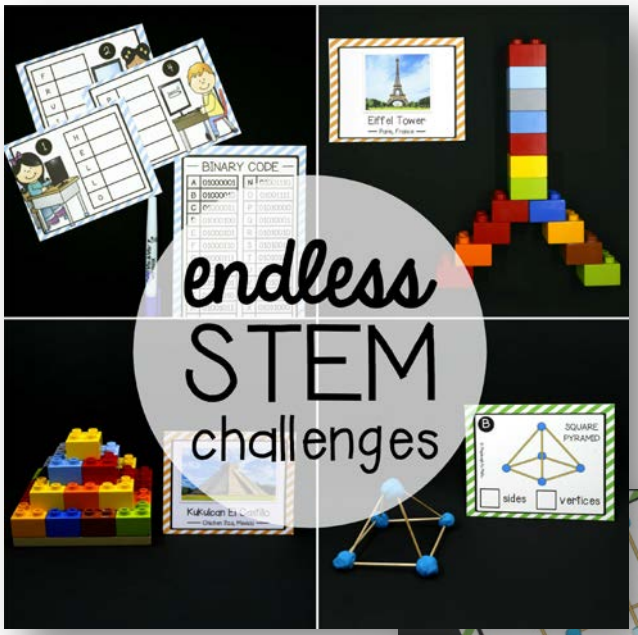

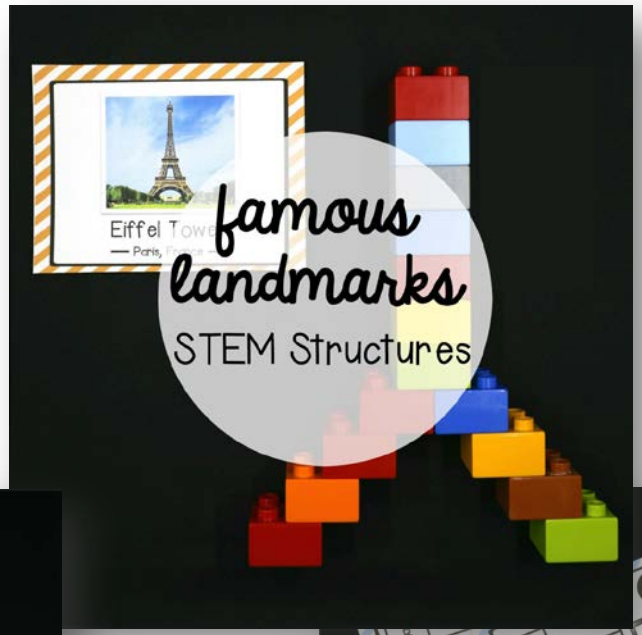

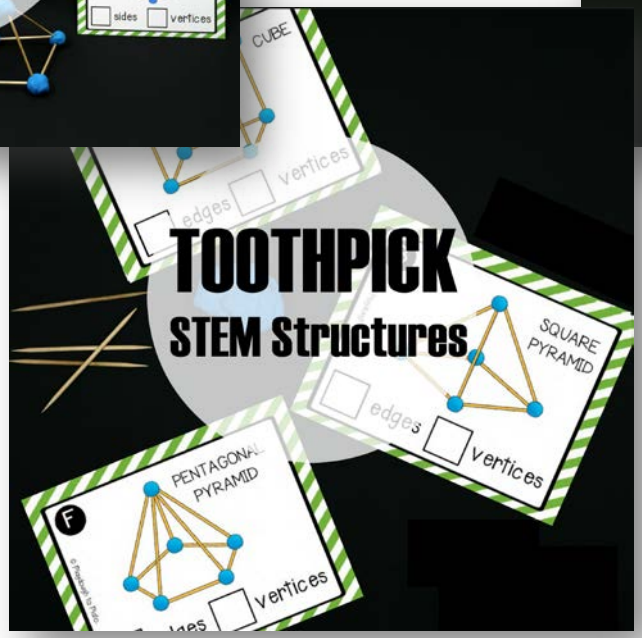

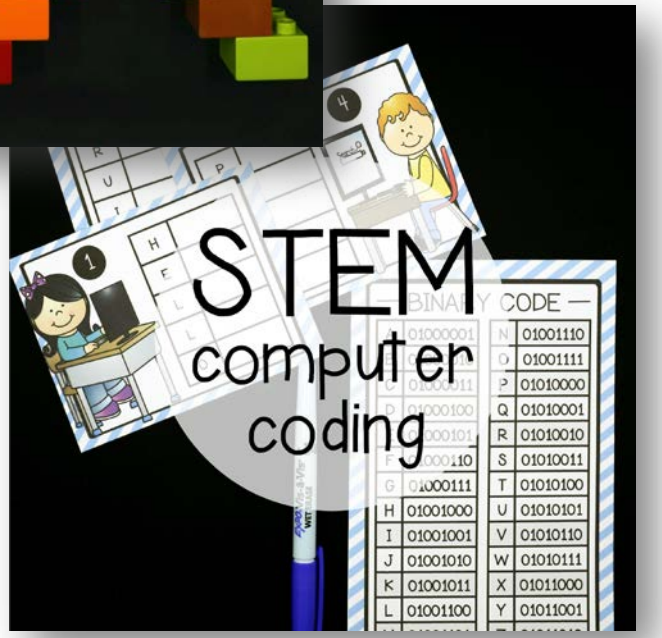

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Name _____

subtraction color up

Player One rolls a die and subtracts the number from twelve. She colors the matching answer below. For instance, if she rolls five, she solves 12 – 5 = 7 and colors a seven.

Then Player Two rolls, solves and colors. If all of the matching answers have already been colored, he loses his turn. The player with the most bubbles colored at the end of play is the winner.

6	10	7	9	6
10	11	8	9	10
6	7	11	7	8
6	10	9	7	
9	8	11	6	
11	7	9	10	

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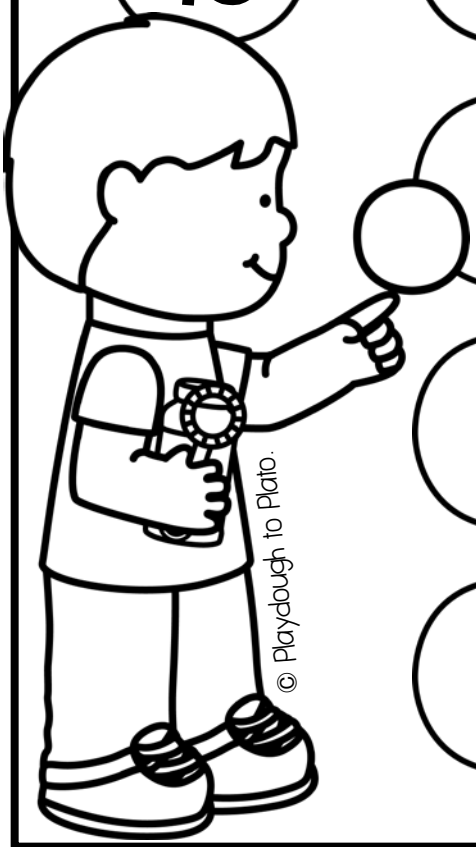
Name _____

subtraction color up

Player One rolls a die and subtracts the number from eleven. She colors the matching answer below. For instance, if she rolls five, she solves 11 – 5 = 6 and colors a six.

Then Player Two rolls, solves and colors. If all of the matching answers have already been colored, he loses his turn. The player with the most bubbles colored at the end of play is the winner.

10	5	8	6	9
9	6	5	7	10
10	7	9	8	9
6	5	7	5	
10	7	6	10	
5	9	8	9	



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Name _____

subtraction color up

Player One rolls a die and subtracts the number from ten. She colors the matching answer below. For instance, if she rolls five, she solves 10 – 5 = 5 and colors a five.

Then Player Two rolls, solves and colors. If all of the matching answers have already been colored, he loses his turn. The player with the most bubbles colored at the end of play is the winner.

4	9	5	4	8
7	6	9	7	5
4	8	6	4	9
7	5	9	6	
6	4	8	7	
5	8	9	4	

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Name _____

subtraction color up

Player One rolls a die and subtracts the number from nine. She colors the matching answer below. For instance, if she rolls five, she solves 9 – 5 = 4 and colors a four.

Then Player Two rolls, solves and colors. If all of the matching answers have already been colored, he loses his turn. The player with the most bubbles colored at the end of play is the winner.

3	5	3	8	7
6	4	7	4	3
5	8	5	4	6
3	8	6	4	
8	4	3	7	
5	6	7	5	

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Name _____

subtraction color up

Player One rolls a die and subtracts the number from eight. She colors the matching answer below. For instance, if she rolls five, she solves 8 – 5 = 3 and colors a three.

Then Player Two rolls, solves and colors. If all of the matching answers have already been colored, he loses his turn. The player with the most bubbles colored at the end of play is the winner.

2	7	3	5	6
4	6	2	4	3
6	7	5	3	2
4	6	4	7	
2	7	3	6	
5	4	5	2	

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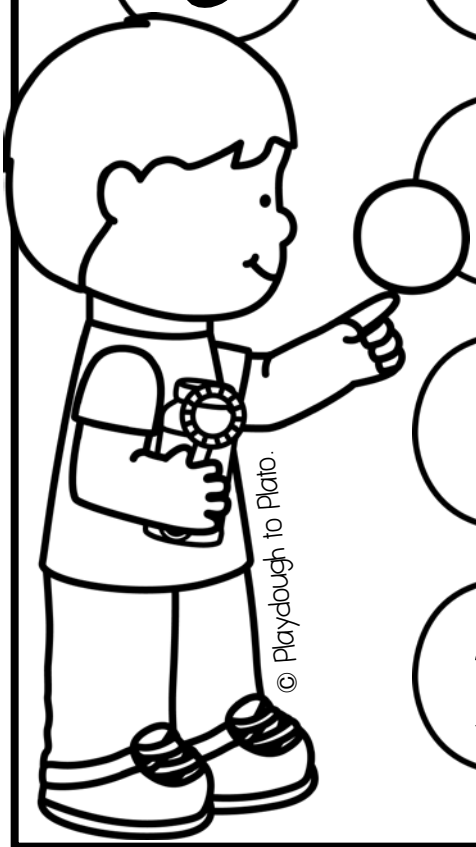
Name _____

subtraction color up

Player One rolls a die and subtracts the number from seven. She colors the matching answer below. For instance, if she rolls five, she solves 7 – 5 = 2 and colors a two.

Then Player Two rolls, solves and colors. If all of the matching answers have already been colored, he loses his turn. The player with the most bubbles colored at the end of play is the winner.

6	5	1	3	2
4	2	6	4	1
5	1	3	6	2
6	4	1	3	
5	3	6	5	
2	1	4	3	



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Name _____

subtraction color up

Player One rolls a die and subtracts the number from six. She colors the matching answer below. For instance, if she rolls five, she solves 6 – 5 = 1 and colors a one.

Then Player Two rolls, solves and colors. If all of the matching answers have already been colored, he loses his turn. The player with the most bubbles colored at the end of play is the winner.

4	0	5	3	2
1	2	0	4	5
3	4	1	2	3
0	5	2	1	
3	4	0	2	
0	5	3	4	

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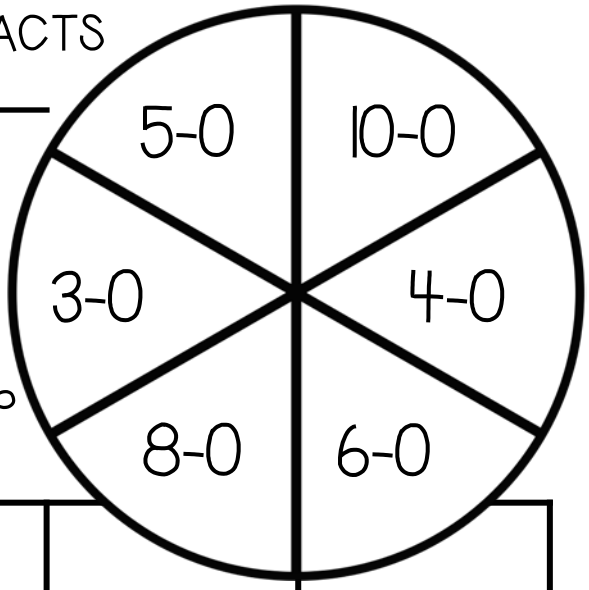
– 0 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

3	4	5	6	8	10

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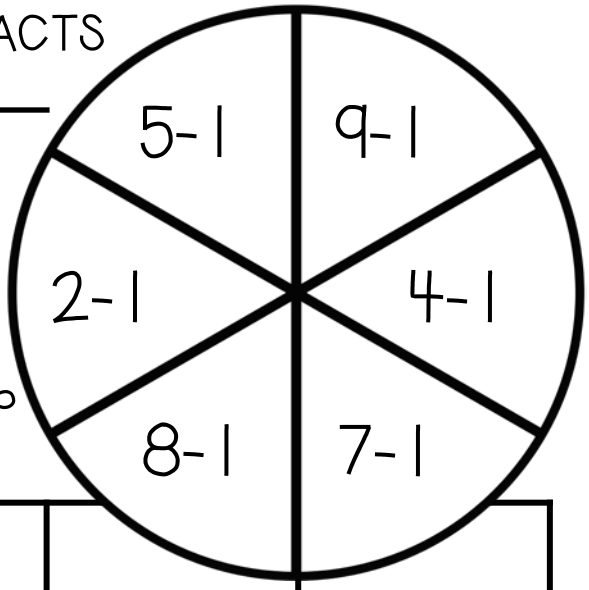
- 1 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

1	3	4	6	7	8

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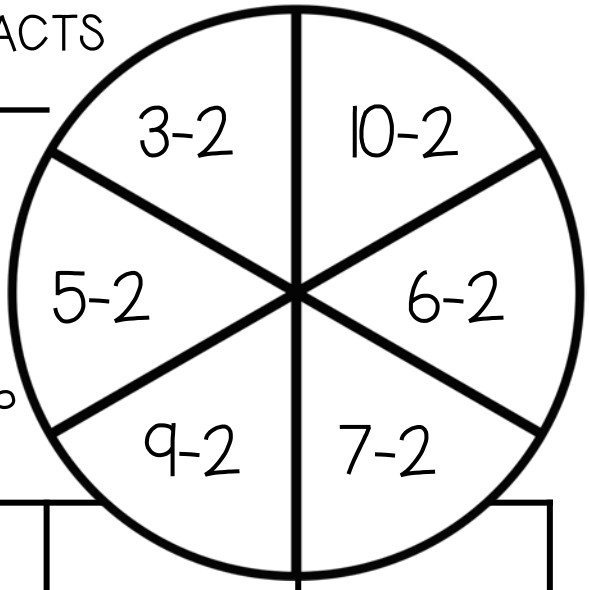
- 2 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

1	3	4	5	7	8

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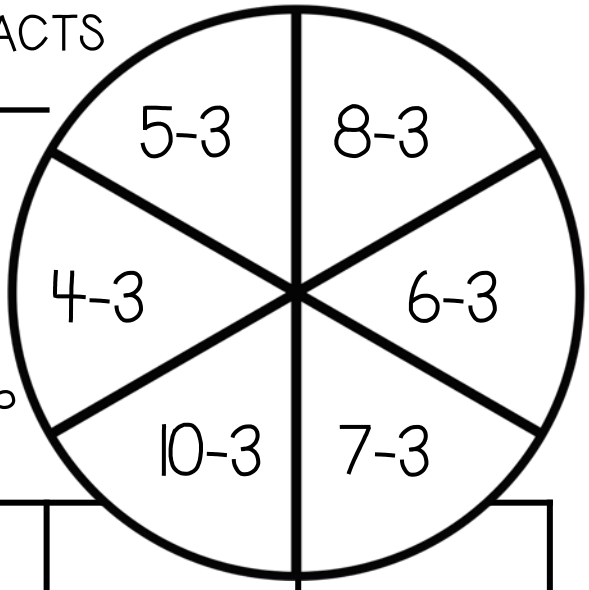
– 3 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

1	2	3	4	5	7

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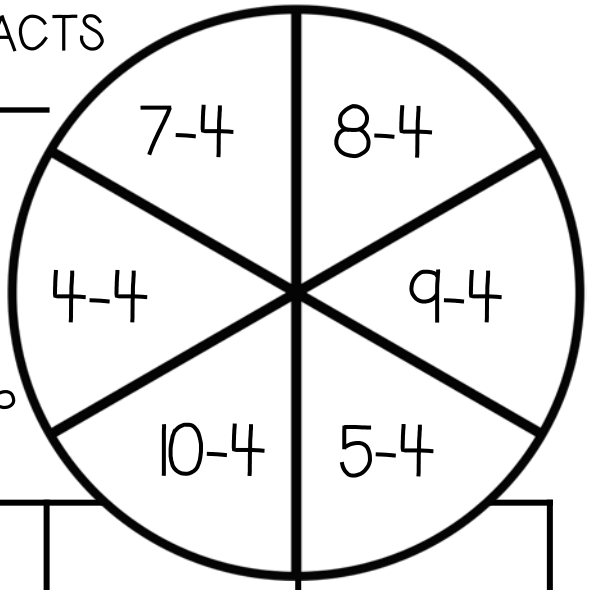
– 4 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

0	1	3	4	5	6

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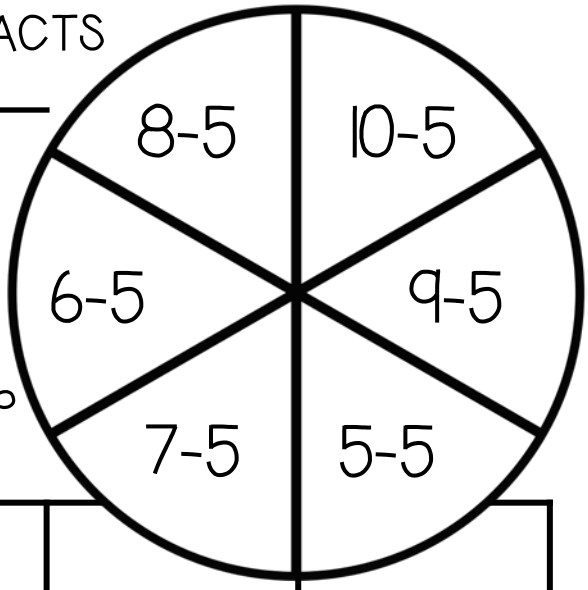
– 5 FACTS

Name _____

subtraction race

Spin a subtraction problem and then graph the answer below. What difference reaches the top first?



0	1	2	3	4	5

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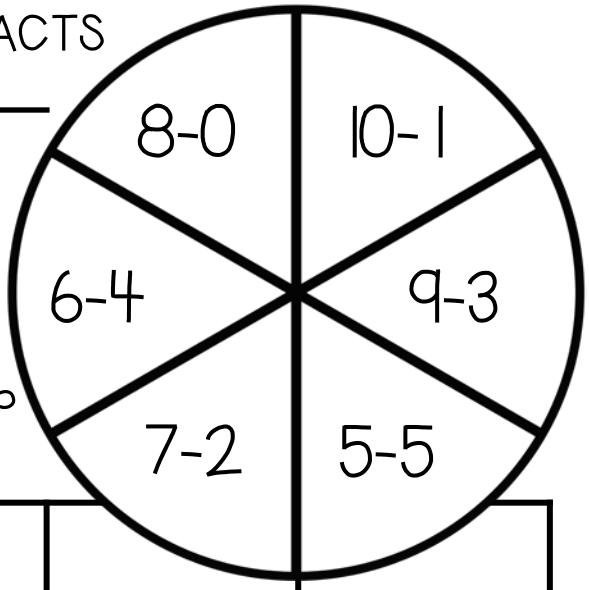
- 0 TO -5 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

0	2	5	6	8	9

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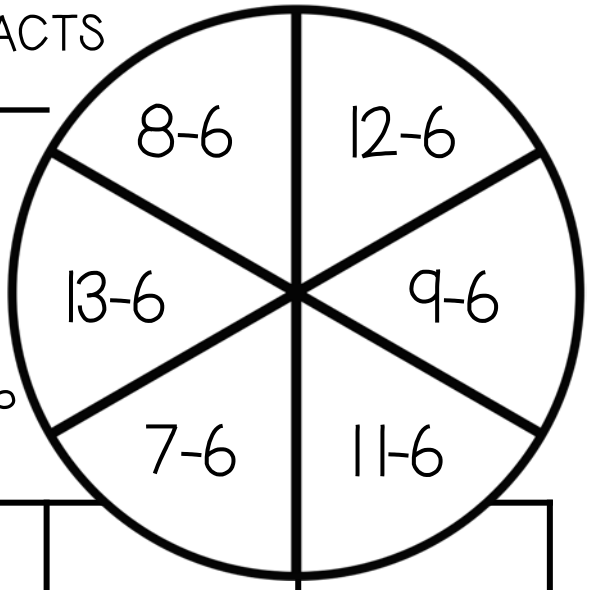
– 6 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

1	2	3	5	6	7

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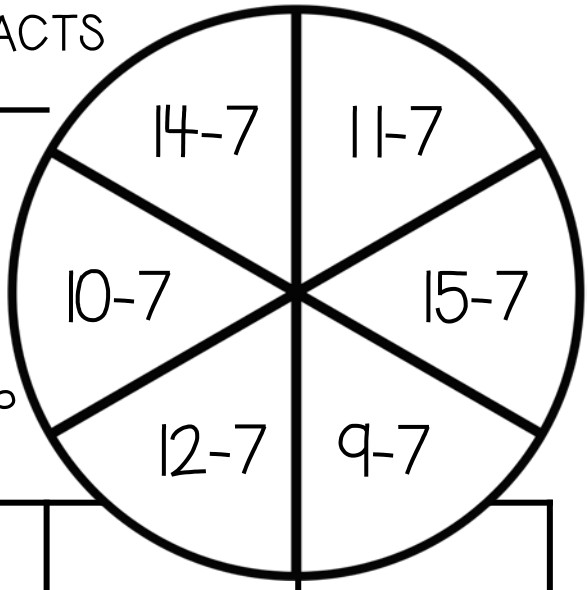
- 7 FACTS

Name _____

subtraction race

Spin a subtraction problem and then graph the answer below. What difference reaches the top first?



2	3	4	5	7	8

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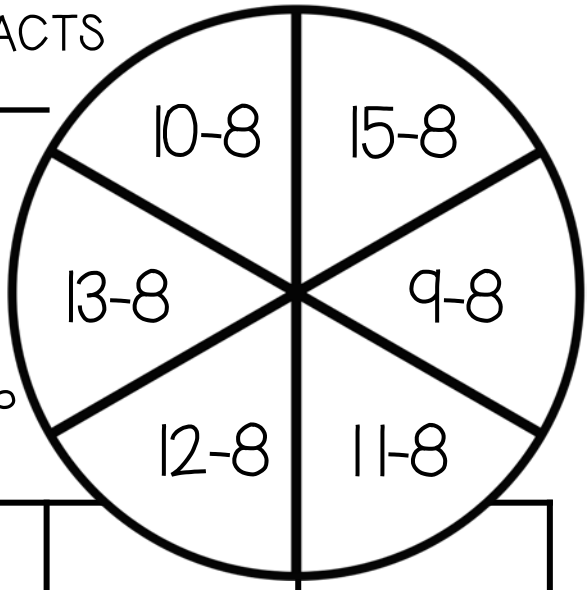
– 8 FACTS

Name _____

subtraction race

Spin a subtraction problem and then graph the answer below. What difference reaches the top first?



1	2	3	4	5	7

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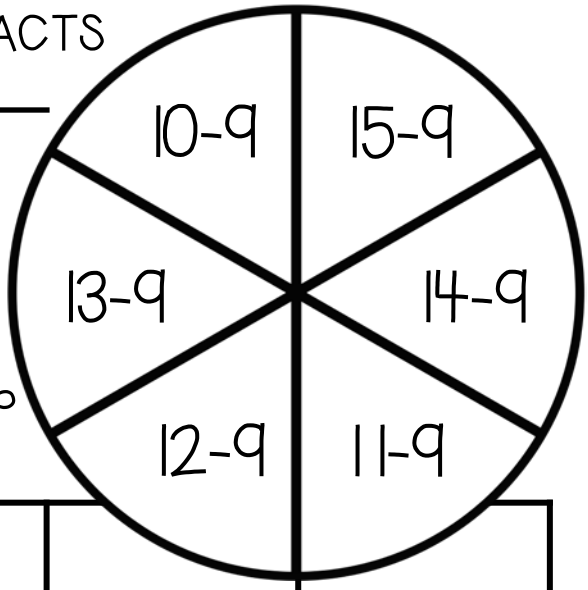
– 9 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

1	2	3	4	5	6

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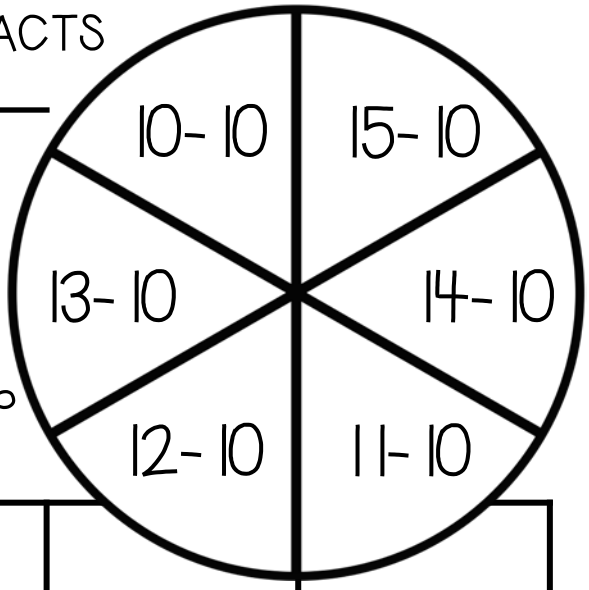
- 10 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

0	1	2	3	4	5

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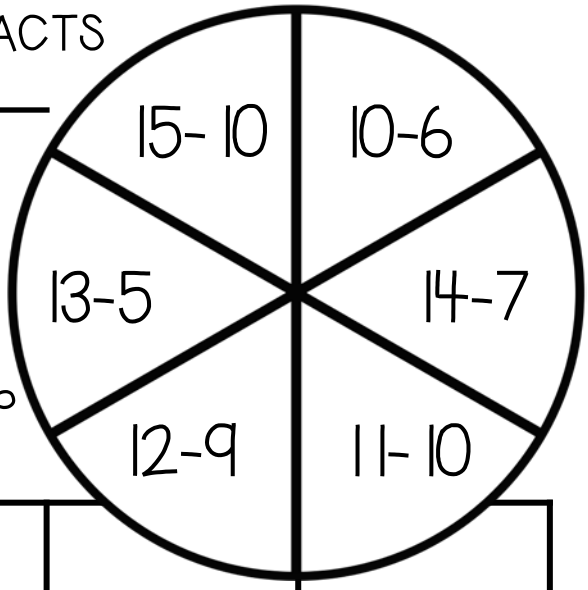
- 5 TO -10 FACTS

Name _____

subtraction race



Spin a subtraction problem and then graph the answer below. What difference reaches the top first?

1	3	4	5	7	8

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Name _____

Roll and Solve

Roll a die and solve any problem in the matching column.

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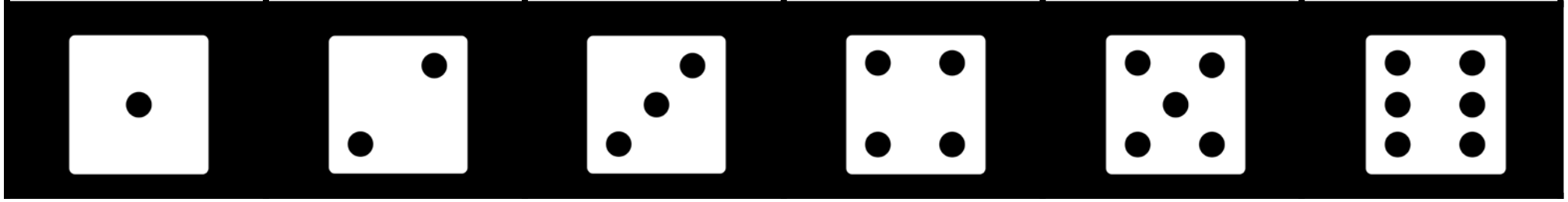
2 − 0 = __	8 − 0 = __	5 − 0 = __	3 − 0 = __	11 − 0 = __	2 − 0 = __
9 − 0 = __	1 − 0 = __	12 − 0 = __	8 − 0 = __	10 − 0 = __	5 − 0 = __
7 − 0 = __	10 − 0 = __	9 − 0 = __	2 − 0 = __	1 − 0 = __	11 − 0 = __
3 − 0 = __	6 − 0 = __	4 − 0 = __	4 − 0 = __	6 − 0 = __	7 − 0 = __
12 − 0 = __	1 − 0 = __	6 − 0 = __	7 − 0 = __	5 − 0 = __	10 − 0 = __
8 − 0 = __	12 − 0 = __	3 − 0 = __	11 − 0 = __	9 − 0 = __	4 − 0 = __



Name _____

Roll and Solve

Roll a die and solve any problem in the matching column.

10 − 1 = __	9 − 1 = __	5 − 1 = __	6 − 1 = __	11 − 1 = __	4 − 1 = __
8 − 1 = __	1 − 1 = __	12 − 1 = __	8 − 1 = __	10 − 1 = __	5 − 1 = __
7 − 1 = __	10 − 1 = __	9 − 1 = __	2 − 1 = __	1 − 1 = __	11 − 1 = __
3 − 1 = __	5 − 1 = __	3 − 1 = __	12 − 1 = __	6 − 1 = __	7 − 1 = __
2 − 1 = __	1 − 1 = __	6 − 1 = __	7 − 1 = __	4 − 1 = __	2 − 1 = __
6 − 1 = __	12 − 1 = __	3 − 1 = __	11 − 1 = __	9 − 1 = __	4 − 1 = __

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Name _____

Roll and Solve

Roll a die and solve any problem in the matching column.

-2

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10 − 2 = ___	9 − 2 = ___	5 − 2 = ___	6 − 2 = ___	12 − 2 = ___	4 − 2 = ___
8 − 2 = ___	2 − 2 = ___	12 − 2 = ___	8 − 2 = ___	10 − 2 = ___	5 − 2 = ___
7 − 2 = ___	10 − 2 = ___	9 − 2 = ___	2 − 2 = ___	7 − 2 = ___	8 − 2 = ___
3 − 2 = ___	5 − 2 = ___	3 − 2 = ___	12 − 2 = ___	6 − 2 = ___	7 − 2 = ___
2 − 2 = ___	4 − 2 = ___	6 − 2 = ___	7 − 2 = ___	4 − 2 = ___	2 − 2 = ___
6 − 2 = ___	12 − 2 = ___	3 − 2 = ___	11 − 2 = ___	9 − 2 = ___	4 − 2 = ___

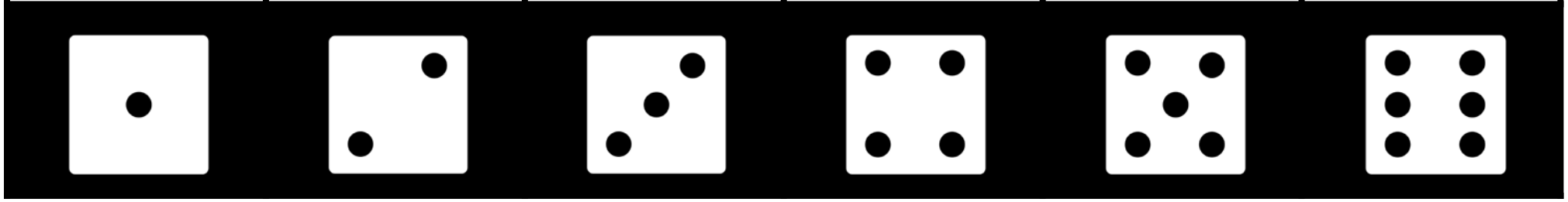
Name _____

Roll and Solve

-3

Roll a die and solve any problem in the matching column.

9 − 3 = ___	9 − 3 = ___	5 − 3 = ___	7 − 3 = ___	12 − 3 = ___	11 − 3 = ___
8 − 3 = ___	11 − 3 = ___	12 − 3 = ___	8 − 3 = ___	10 − 3 = ___	5 − 3 = ___
7 − 3 = ___	12 − 3 = ___	5 − 3 = ___	11 − 3 = ___	7 − 3 = ___	8 − 3 = ___
3 − 3 = ___	5 − 3 = ___	4 − 3 = ___	12 − 3 = ___	6 − 3 = ___	6 − 3 = ___
8 − 3 = ___	4 − 3 = ___	6 − 3 = ___	7 − 3 = ___	10 − 3 = ___	8 − 3 = ___
6 − 3 = ___	12 − 3 = ___	3 − 3 = ___	8 − 3 = ___	9 − 3 = ___	4 − 3 = ___



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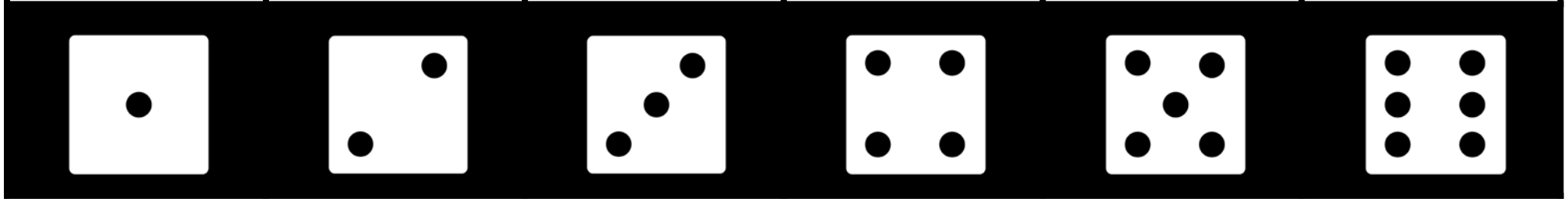
Name _____

Roll and Solve

-4

Roll a die and solve any problem in the matching column.

9 − 4 = __	8 − 4 = __	5 − 4 = __	6 − 4 = __	12 − 4 = __	11 − 4 = __
8 − 4 = __	7 − 4 = __	12 − 4 = __	8 − 4 = __	6 − 4 = __	5 − 4 = __
11 − 4 = __	10 − 4 = __	12 − 4 = __	4 − 4 = __	4 − 4 = __	8 − 4 = __
5 − 4 = __	9 − 4 = __	5 − 4 = __	12 − 4 = __	6 − 4 = __	10 − 4 = __
4 − 4 = __	7 − 4 = __	6 − 4 = __	7 − 4 = __	9 − 4 = __	8 − 4 = __
6 − 4 = __	12 − 4 = __	4 − 4 = __	11 − 4 = __	10 − 4 = __	5 − 4 = __



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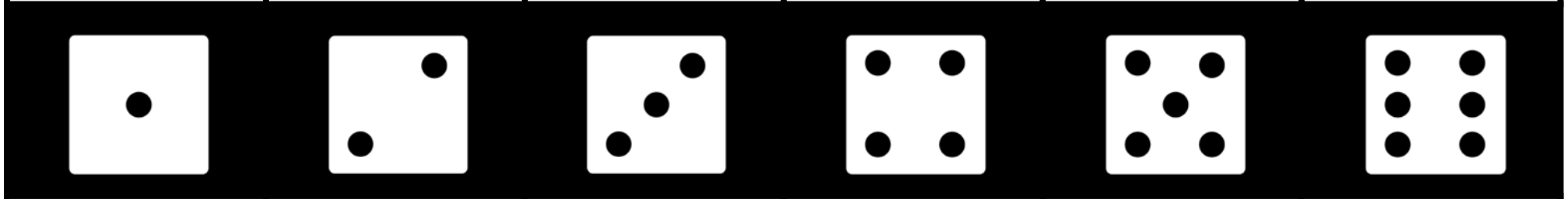
Name _____

Roll and Solve

-5

Roll a die and solve any problem in the matching column.

5 − 5 = __	7 − 5 = __	10 − 5 = __	6 − 5 = __	12 − 5 = __	8 − 5 = __
10 − 5 = __	8 − 5 = __	12 − 5 = __	9 − 5 = __	6 − 5 = __	5 − 5 = __
8 − 5 = __	10 − 5 = __	7 − 5 = __	11 − 5 = __	5 − 5 = __	7 − 5 = __
5 − 5 = __	9 − 5 = __	6 − 5 = __	12 − 5 = __	6 − 5 = __	11 − 5 = __
9 − 5 = __	7 − 5 = __	6 − 5 = __	7 − 5 = __	9 − 5 = __	8 − 5 = __
6 − 5 = __	12 − 5 = __	9 − 5 = __	11 − 5 = __	10 − 5 = __	5 − 5 = __



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Name _____

Roll and Solve

0 to 5

Roll a die and solve any problem in the matching column.

8 − 1 = __	9 − 0 = __	10 − 2 = __	11 − 3 = __	12 − 4 = __	7 − 5 = __
10 − 4 = __	11 − 5 = __	12 − 4 = __	9 − 2 = __	10 − 3 = __	8 − 4 = __
9 − 0 = __	10 − 4 = __	8 − 5 = __	11 − 1 = __	7 − 0 = __	10 − 5 = __
7 − 3 = __	9 − 1 = __	7 − 2 = __	12 − 5 = __	12 − 1 = __	11 − 3 = __
9 − 5 = __	7 − 2 = __	12 − 0 = __	8 − 4 = __	9 − 2 = __	8 − 2 = __
11 − 1 = __	12 − 3 = __	9 − 5 = __	10 − 1 = __	8 − 1 = __	7 − 0 = __

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Name _____

Roll and Solve

Roll a die and solve any problem in the matching column.

-6

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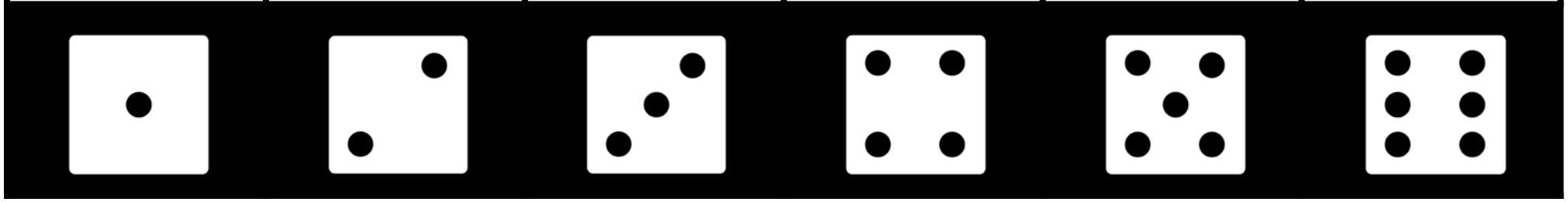
15 − 6 = ___	13 − 6 = ___	10 − 6 = ___	9 − 6 = ___	12 − 6 = ___	8 − 6 = ___
10 − 6 = ___	8 − 6 = ___	12 − 6 = ___	15 − 6 = ___	14 − 6 = ___	11 − 6 = ___
13 − 6 = ___	11 − 6 = ___	7 − 6 = ___	11 − 6 = ___	13 − 6 = ___	14 − 6 = ___
11 − 6 = ___	9 − 6 = ___	15 − 6 = ___	10 − 6 = ___	6 − 6 = ___	11 − 6 = ___
14 − 6 = ___	7 − 6 = ___	6 − 6 = ___	13 − 6 = ___	15 − 6 = ___	8 − 6 = ___
7 − 6 = ___	9 − 6 = ___	11 − 6 = ___	8 − 6 = ___	12 − 6 = ___	13 − 6 = ___



Name _____

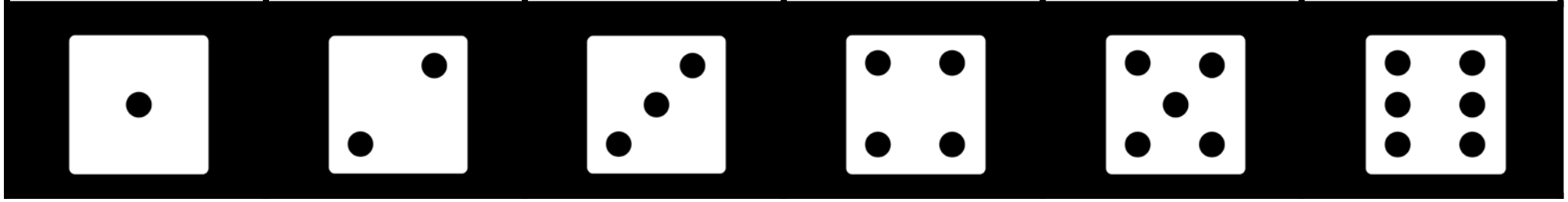
Roll and Solve

Roll a die and solve any problem in the matching column.

-7

© Playdough to Plato.

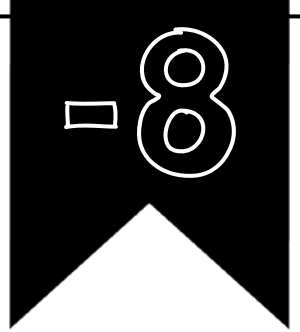
8 − 7 = ___	14 − 7 = ___	10 − 7 = ___	11 − 7 = ___	7 − 7 = ___	15 − 7 = ___
14 − 7 = ___	7 − 7 = ___	12 − 7 = ___	9 − 7 = ___	10 − 7 = ___	13 − 7 = ___
9 − 7 = ___	10 − 7 = ___	8 − 7 = ___	11 − 7 = ___	15 − 7 = ___	10 − 7 = ___
14 − 7 = ___	9 − 7 = ___	15 − 7 = ___	12 − 7 = ___	12 − 7 = ___	11 − 7 = ___
9 − 7 = ___	15 − 7 = ___	12 − 7 = ___	8 − 7 = ___	9 − 7 = ___	13 − 7 = ___
11 − 7 = ___	12 − 7 = ___	14 − 7 = ___	10 − 7 = ___	8 − 7 = ___	7 − 7 = ___



Name _____

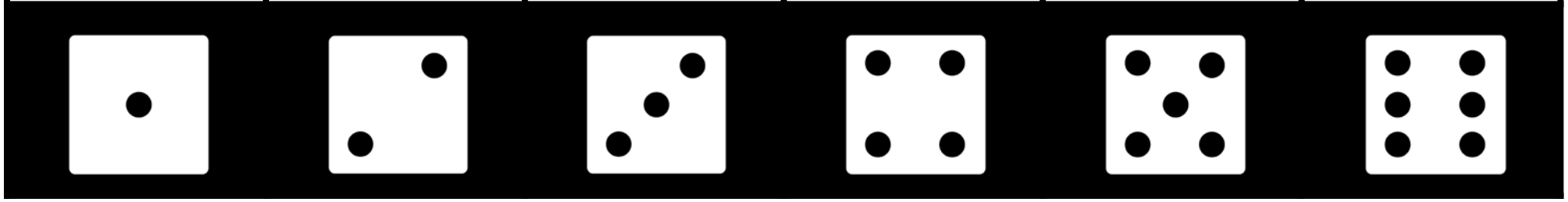
Roll and Solve

Roll a die and solve any problem in the matching column.



© Playdough to Plato.

8 − 8 = __	9 − 8 = __	13 − 8 = __	11 − 8 = __	15 − 8 = __	14 − 8 = __
14 − 8 = __	11 − 8 = __	12 − 8 = __	9 − 8 = __	10 − 8 = __	13 − 8 = __
15 − 8 = __	13 − 8 = __	13 − 8 = __	11 − 8 = __	8 − 8 = __	10 − 8 = __
10 − 8 = __	14− 8 = __	15 − 8 = __	12 − 8 = __	12 − 8 = __	11 − 8 = __
9 − 8 = __	15 − 8 = __	12 − 8 = __	8 − 8 = __	9 − 8 = __	14 − 8 = __
11 − 8 = __	12 − 8 = __	9 − 8 = __	10 − 8 = __	15 − 8 = __	13 − 8 = __



Name _____

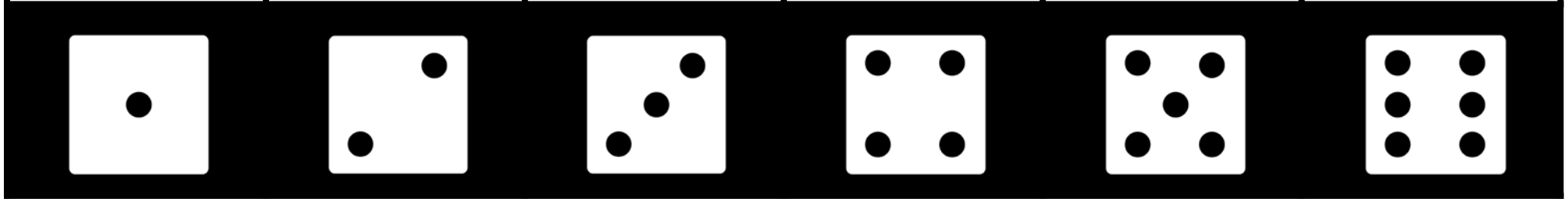
Roll and Solve

Roll a die and solve any problem in the matching column.

-9

© Playdough to Plato.

12 − 9 = ___	10 − 9 = ___	9 − 9 = ___	11 − 9 = ___	12 − 9 = ___	10 − 9 = ___
10 − 9 = ___	14 − 9 = ___	12 − 9 = ___	9 − 9 = ___	11 − 9 = ___	14 − 9 = ___
9 − 9 = ___	15 − 9 = ___	14 − 9 = ___	15 − 9 = ___	14 − 9 = ___	15 − 9 = ___
15 − 9 = ___	9 − 9 = ___	11 − 9 = ___	12 − 9 = ___	12 − 9 = ___	10 − 9 = ___
14 − 9 = ___	11 − 9 = ___	12 − 9 = ___	10 − 9 = ___	9 − 9 = ___	11 − 9 = ___
11 − 9 = ___	10 − 9 = ___	9 − 9 = ___	12 − 9 = ___	14 − 9 = ___	10 − 9 = ___



Name _____

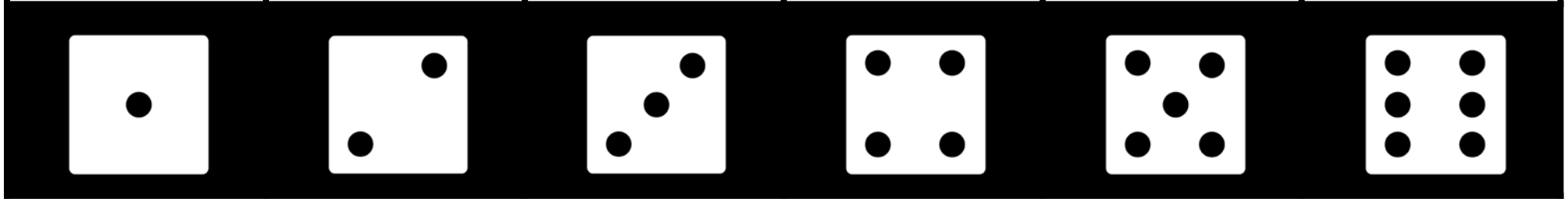
Roll and Solve

Roll a die and solve any problem in the matching column.

- 10

© Playdough to Plato.

12 − 10 = __	14 − 10 = __	15 − 10 = __	11 − 10 = __	12 − 10 = __	10 − 10 = __
14 − 10 = __	15 − 10 = __	12 − 10 = __	10 − 10 = __	11 − 10 = __	15 − 10 = __
10 − 10 = __	12 − 10 = __	13 − 10 = __	13 − 10 = __	15 − 10 = __	11 − 10 = __
15 − 10 = __	10 − 10 = __	11 − 10 = __	12 − 10 = __	12 − 10 = __	13 − 10 = __
13 − 10 = __	11 − 10 = __	12 − 10 = __	14 − 10 = __	10 − 10 = __	11 − 10 = __
11 − 10 = __	13 − 10 = __	10 − 10 = __	12 − 10 = __	10 − 10 = __	10 − 10 = __



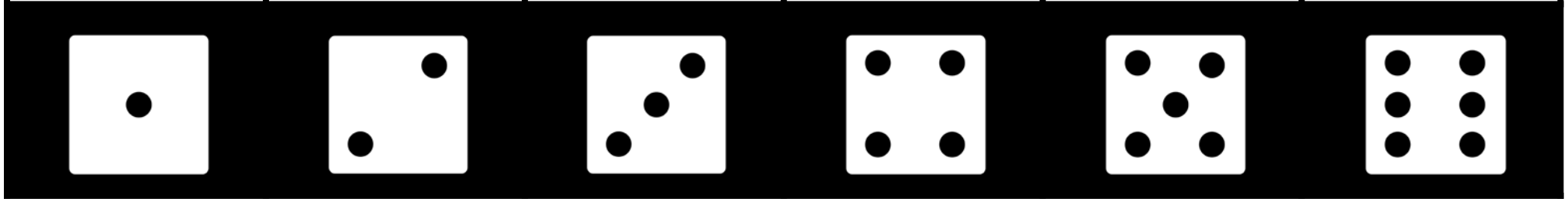
Name _____

Roll and Solve

1 to 10

Roll a die and solve any problem in the matching column.

10 − 6 = __	15 − 4 = __	8 − 2 = __	11 − 3 = __	5 − 4 = __	14 − 8 = __
10 − 4 = __	11 − 5 = __	14 − 10 = __	9 − 7 = __	12 − 3 = __	8 − 4 = __
13 − 9 = __	10 − 6 = __	8 − 5 = __	11 − 10 = __	7 − 4 = __	10 − 5 = __
15 − 3 = __	9 − 1 = __	6 − 2 = __	15 − 5 = __	14 − 1 = __	11 − 10 = __
9 − 5 = __	7 − 2 = __	12 − 9 = __	8 − 4 = __	9 − 7 = __	13 − 2 = __
13 − 8 = __	12 − 11 = __	9 − 5 = __	14 − 1 = __	8 − 1 = __	7 − 5 = __



© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

4 - 0	9 - 0	5 - 0
10 - 0	2 - 0	6 - 0
7 - 0	3 - 0	8 - 0

10 - 0	9 - 0	7 - 0
1 - 0	3 - 0	2 - 0
5 - 0	6 - 0	8 - 0

6 - 0	3 - 0	10 - 0
1 - 0	2 - 0	4 - 0
7 - 0	9 - 0	8 - 0

2 - 0	9 - 0	8 - 0
10 - 0	4 - 0	1 - 0
6 - 0	3 - 0	5 - 0

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

2 - 1	7 - 1	3 - 1
10 - 1	4 - 1	6 - 1
9 - 1	5 - 1	8 - 1

8 - 1	5 - 1	3 - 1
1 - 1	7 - 1	2 - 1
9 - 1	6 - 1	10 - 1

4 - 1	1 - 1	9 - 1
3 - 1	2 - 1	6 - 1
7 - 1	10 - 1	8 - 1

4 - 1	5 - 1	10 - 1
8 - 1	2 - 1	1 - 1
6 - 1	3 - 1	9 - 1

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

2 - 2	7 - 2	3 - 2
10 - 2	4 - 2	6 - 2
9 - 2	5 - 2	8 - 2

8 - 2	5 - 2	3 - 2
2 - 2	7 - 2	4 - 2
9 - 2	6 - 2	10 - 2

4 - 2	5 - 2	9 - 2
3 - 2	2 - 2	6 - 2
7 - 2	10 - 2	8 - 2

4 - 2	5 - 2	10 - 2
8 - 2	2 - 2	7 - 2
6 - 2	3 - 2	9 - 2

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

5 - 3	7 - 3	9 - 3
10 - 3	4 - 3	6 - 3
3 - 3	8 - 3	8 - 3

9 - 3	10 - 3	6 - 3
10 - 3	7 - 3	8 - 3
9 - 3	3 - 3	4 - 3

6 - 3	8 - 3	10 - 3
3 - 3	5 - 3	4 - 3
7 - 3	9 - 3	10 - 3

4 - 3	8 - 3	10 - 3
9 - 3	7 - 3	5 - 3
6 - 3	10 - 3	3 - 3

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

8 - 4 =	7 - 4 =	4 - 4 =
10 - 4 =	9 - 4 =	6 - 4 =
9 - 4 =	5 - 4 =	8 - 4 =

8 - 4 =	5 - 4 =	4 - 4 =
4 - 4 =	7 - 4 =	9 - 4 =
9 - 4 =	6 - 4 =	10 - 4 =

4 - 4 =	10 - 4 =	9 - 4 =
4 - 4 =	5 - 4 =	6 - 4 =
7 - 4 =	10 - 4 =	8 - 4 =

4 - 4 =	5 - 4 =	10 - 4 =
10 - 4 =	7 - 4 =	8 - 4 =
6 - 4 =	4 - 4 =	9 - 4 =

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

6 - 5	7 - 5	9 - 5
10 - 5	9 - 5	8 - 5
5 - 5	10 - 5	8 - 5

7 - 5	10 - 5	9 - 5
5 - 5	8 - 5	9 - 5
7 - 5	6 - 5	10 - 5

6 - 5	10 - 5	8 - 5
5 - 5	9 - 5	6 - 5
7 - 5	10 - 5	8 - 5

6 - 5	5 - 5	10 - 5
10 - 5	7 - 5	8 - 5
7 - 5	5 - 5	9 - 5

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

7 - 5	6 - 4	4 - 2
10 - 3	9 - 4	3 - 0
9 - 2	5 - 1	8 - 5

7 - 1	5 - 4	9 - 0
4 - 5	8 - 2	4 - 3
9 - 4	6 - 0	10 - 1

8 - 5	7 - 3	4 - 0
8 - 1	5 - 2	6 - 4
10 - 4	9 - 5	4 - 2

9 - 3	5 - 2	10 - 5
10 - 4	7 - 0	3 - 1
6 - 3	8 - 5	9 - 1

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

6 - 6	11 - 6	8 - 6
10 - 6	12 - 6	13 - 6
7 - 6	15 - 6	9 - 6

15 - 6	9 - 6	11 - 6
6 - 6	7 - 6	10 - 6
12 - 6	8 - 6	13 - 6

8 - 6	14 - 6	10 - 6
12 - 6	7 - 6	13 - 6
11 - 6	9 - 6	15 - 6

15 - 6	9 - 6	8 - 6
12 - 6	11 - 6	13 - 6
10 - 6	14 - 6	7 - 6

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

8 - 7 =	13 - 7 =	10 - 7 =
15 - 7 =	12 - 7 =	7 - 7 =
14 - 7 =	9 - 7 =	11 - 7 =

15 - 7 =	9 - 7 =	11 - 7 =
7 - 7 =	12 - 7 =	10 - 7 =
13 - 7 =	8 - 7 =	14 - 7 =

8 - 7 =	10 - 7 =	9 - 7 =
7 - 7 =	11 - 7 =	12 - 7 =
15 - 7 =	13 - 7 =	14 - 7 =

14 - 7 =	9 - 7 =	8 - 7 =
10 - 7 =	7 - 7 =	12 - 7 =
13 - 7 =	9 - 7 =	11 - 7 =

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

12 - 8	10 - 8	13 - 8
14 - 8	15 - 8	8 - 8
10 - 8	9 - 8	11 - 8

9 - 8	14 - 8	13 - 8
11 - 8	15 - 8	8 - 8
10 - 8	12 - 8	11 - 8

14 - 8	15 - 8	13 - 8
9 - 8	11 - 8	12 - 8
10 - 8	13 - 8	10 - 8

15 - 8	9 - 8	11 - 8
10 - 8	14 - 8	12 - 8
13 - 8	8 - 8	11 - 8

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

9 - 9	14 - 9	10 - 9
10 - 9	15 - 9	12 - 9
13 - 9	9 - 9	11 - 9

10 - 9	14 - 9	11 - 9
11 - 9	15 - 9	12 - 9
10 - 9	12 - 9	13 - 9

13 - 9	15 - 9	12 - 9
9 - 9	11 - 9	10 - 9
10 - 9	14 - 9	13 - 9

14 - 9	9 - 9	10 - 9
11 - 9	15 - 9	12 - 9
9 - 9	13 - 9	11 - 9

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

10 - 10	14 - 10	10 - 10
10 - 10	15 - 10	12 - 10
13 - 10	10 - 10	11 - 10

10 - 10	14 - 10	11 - 10
11 - 10	15 - 10	12 - 10
10 - 10	12 - 10	13 - 10

13 - 10	15 - 10	12 - 10
10 - 10	11 - 10	10 - 10
10 - 10	14 - 10	13 - 10

14 - 10	10 - 10	10 - 10
11 - 10	15 - 10	12 - 10
10 - 10	13 - 10	11 - 10

© Playdough to Plato.

Name _____

tic tac toe

Player One solves one of the problems in a box. Then Player Two solves a different problem. The first player to solve three problems across, down or diagonally is the winner. Pick a new tic tac toe board and play again.

15 - 10	6 - 0	8 - 6
10 - 2	12 - 4	7 - 5
13 - 8	9 - 9	5 - 3

15 - 1	13 - 7	11 - 6
9 - 8	12 - 10	10 - 9
5 - 0	8 - 4	14 - 3

8 - 2	15 - 7	10 - 4
12 - 8	7 - 6	5 - 1
11 - 5	9 - 9	14 - 10

11 - 7	9 - 3	13 - 5
12 - 4	15 - 10	8 - 0
10 - 6	14 - 8	7 - 9

© Playdough to Plato.