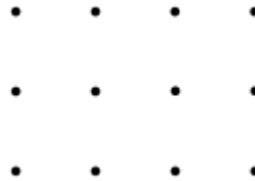




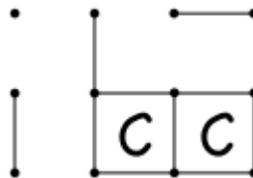
Dots and Boxes

Math Concepts: Counting, Squares, Strategy
Materials: Paper and Pencil
Players: 2

Set up: Start with a shared piece of paper with an array of dots, say 3 by 4. Pick a player to go first.



Play: On a turn, a player adds a horizontal or vertical line between two neighboring unconnected dots. If this line completes a 1 by 1 square, the player places their initial inside the square and has another turn. A player is not obligated to complete a square. All lines already drawn are available for use by all players.



Goal: When all lines have been placed, the player with the most squares wins.

– DISCUSSION AND TIPS –

Discuss strategies that students have developed.

When is it a bad idea to fill in a long run of squares?

For very small grids, are there clear best strategies for the first or second player?

– VARIATIONS –

Larger grids: Use larger grids of points for more challenging games.

Shapes: You can play this with a triangular grid of dots.

