TIC TAC MATH

4	9	20	8	18	7
30	12	3	16	15	6
1	25	16	2	10	11
25	12	18	1	10	11
6	2	24	5	3	15
7	8	20	36	24	9

9	10	18	24	1	9
2	3	11	24	3	16
4	11	6	12	2	15
6	25	20	4	7	7
8	12	8	1	20	30
18	25	15	5	16	5

15	11	7	20	7	9
11	8	3	10	16	24
18	6	15	36	2	24
6	9	30	12	3	20
2	25	12	16	8	5
18	10	25	5	4	1

3	2	5	11	6	30
2	15	7	18	15	20
25	20	3	7	5	24
36	1	18	8	10	6
4	9	10	8	12	1
9	16	16	11	25	4

24	20	24	10	16	12
1	10	2	3	6	15
25	30	1	7	15	6
11	9	7	18	16	3
4	9	18	36	12	20
2	11	5	8	5	4

10	8	5	18	2	7
15	7	12	30	15	16
25	10	1	11	5	2
4	20	8	6	4	25
6	24	3	11	12	9
3	1	16	18	20	9

Instructions

Print a page of grids. Optionally, laminate within a dry erase sheet to make a reusable game.
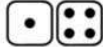Grab two D6 dice. Pick a grid to play with.
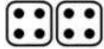
GAME PLAY

Playing in turns, a player rolls both dice.
The player calls out an equation and solution from the two numbers.
Marks a space (with their initial) that matches the outcome of the equation.
Only twenty outcomes (add, multiply, subtract, divide) are possible:
1-12, 15, 16, 18, 20, 24, 25, 30 and 36. (See **Cheat Sheet** below.)
Play strategically, blocking your opponent as needed.
Alternate plays until someone wins the round.

WINNING

The winner of a round is the first player to mark a straight line of three adjacent cells in any
direction (like tic-tac-toe). Play three rounds to determine the overall winner.

CHEAT SHEET

Dice Rolls	Equations		Dice Rolls	Equations	
⚀⚀	1+1=2	1÷1=1	⚀⚃	1+4=5	4-1=3
				4x1=4	
⚀⚁	1+2=3	2-1=1	⚀⚄	1+5=6	5-1=4
	2x1=2			5x1=5	
⚀⚂	1+3=4	3-1=2	⚀⚅	1x6=6	6-1=5
	3x1=3			6x1=6	
⚁⚂	2+3=5	3-2=1	⚁⚃	2+4=6	4-2=2
	2x3=6			2x4=8	
⚁⚄	2+5=7	5-2=3	⚁⚅	2+6=8	6÷2=3
	2x5=10			6x2=12	6-2=4
⚁⚁	2x2=4	2÷2=1	⚂⚂	3x3=9	3÷3=1
				3+3=6	
⚂⚃	3+4=7	4-3=1	⚂⚄	5-3=2	3x5=15
	3x4=12			5+3=8	
⚃⚃	4x4=16	4÷4=1	⚃⚄	4+5=9	5-4=1
	4+4=8			4x5=20	
⚃⚅	6+4=10	6-4=2	⚄⚄	5+5=10	5÷5=1
	4x6=24			5x5=25	
⚄⚅	6-5=1	5+6=11	⚅⚅	6÷6=1	6+6=12
	6x5=30			6x6=36	
⚅⚂	6-3=3	3+6=9			
	6x3=18	6÷3=2			