

BIATHLON



Math

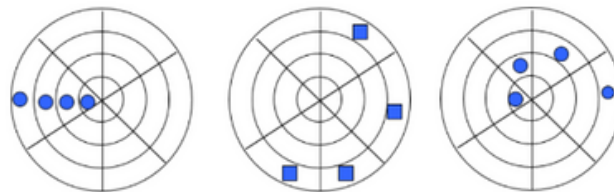
A TEAM-UP TO: 1 student per grade level.

One participant from each grade at a school—4th, 5th, 6th, 7th, and 8th. All players play Contig and Circle Tic Tac Toe. Winners will be determined by the highest three scores from the two combined games. The top three places in each grade level receive medals.

CIRCLE TIC TAC TOE

The object of the game is to get four marks (x's or o's) in a row in one of three ways: straight out from the center, around any ring, or by a spiral "staircase" moving in either direction. The center point may not be crossed to get 4 in a row. Each WIN receives 2 points. A TIE receives 1 point. And a LOSE receives 0 points. All players will play at least two rounds.

Examples of winning moves



CONTIG

Materials:

- Contig game board
- Different colored markers for each player
- 4 dice
- 2-4 players

Directions

- Each player rolls all four dice. High roll goes first.
- Players rotate clockwise and select three dice to roll.

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- The object of the game is to create a problem with the numbers rolled that has an answer corresponding to one of the unoccupied squares on the Contig Game Board. The student may use any of the four operations and may use the numbers rolled in any order.

Example: If the student rolled 3, 2, and 4, some possible combinations are:

$3 + 2 - 4 = 1$ $3 \times 2 + 4 = 10$ $4 + 2 + 3 = 5$

- Once a player creates a problem, that player writes that problem on the paper, and the other players check to see if the answer is correct. If the answer is correct, the player colors that square.
- If the answer is incorrect, they lose that turn.
 - A time limit may be imposed for each player's turn, and to end the game.
- The highest amount of points determines the overall winner.

Strategy: Place colors to connected squares to create runs or to block your opponent's attempt to build a run. Bonus points are scored for direct connections of two to five of the same color. Highest total wins the game.

Unable to play: If there is no available space possible with that particular roll, the player declares he/she is unable to move and passes the dice. However, if a possible total for an available space was overlooked, any other player may point out the move, and place his/her own color in that space, but you must declare for the space before the dice are rolled.

<p>Game ends when one of these occurs</p> <ul style="list-style-type: none">• All spaces are filled• One person has 20 circles colored• After 3 consecutive rolls by each player results in no available spaces.• Allotted time is up	<p>Scoring:</p> <p>1 point for each marker place, plus bonus points as follows</p> <p>2 points for 2 connections</p> <p>5 points for 3 connections</p> <p>7 points for 4 connections</p> <p>10 points for 5 connections</p>
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