

"Dots" Game

Directions: Players take turns connecting dots vertically and horizontally. Any two adjacent dots can be connected at one time. The player who completes a square, works the problem in the square and then adds the solution to their score and makes the next move. However, if the solution is incorrect and the other player catches their mistake, they (the one catching the mistake) get the points. The students should keep a running total of their scores. The game is over when all squares are closed. The student with the highest score is the winner.

