
Tic-Tac-Toe Circle Terms

by William L. Gaslin, Charles Lund, & Martin M. Gaslin

High school geometry can be a challenge! This Tic-Tac-Toe game provides a fun way to practice vocabulary. You'll need to use your understanding of circles in order to conquer squares and earn points in this activity. It's an excellent way to study for a test! Review the "Terms to Know" before and/or during the game for extra help.

Terms to Know:

radius: the distance from the center of a circle to its edge

chord: the distance from one edge of a circle to another

diameter: the longest chord of a circle, as it passes through a circle's center

center: the middle point of a circle

tangent: a line or line segment that touches a circle at exactly one point

secant: a line that intersects a circle twice

circumference: the distance around the outside of a circle

minor arc: the smaller of two arcs formed when a circle is divided into two unequal parts

major arc: the larger of two arcs formed when a circle is divided into two unequal parts

semicircle: exactly half of a circle

What You Need:

- One Tic-Tac-Toe game board ([Print this out.](#))
- A pencil/crayon/marker

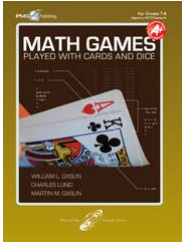
What You Do:

1. Decide which player will use Xs and which player will use Os.
2. Take turns selecting boxes and naming the term shown in the pictures.
3. If a player gives a correct answer, they may claim the box by putting either an X or an O inside of it. For every correct answer, a player also receives 100 points.
4. When a player has attained three boxes in any row, column, or diagonal, they receive an additional 100 points.
5. Play until all of the squares have been claimed. The player with the most points, wins.

Variation:

Create your own game board! ([Print out a blank game board here.](#))

Related Books



[Math Games Played with Cards and Dice, Grades 7-8](#)

[Buy this book »](#)

[amazon.com](#)

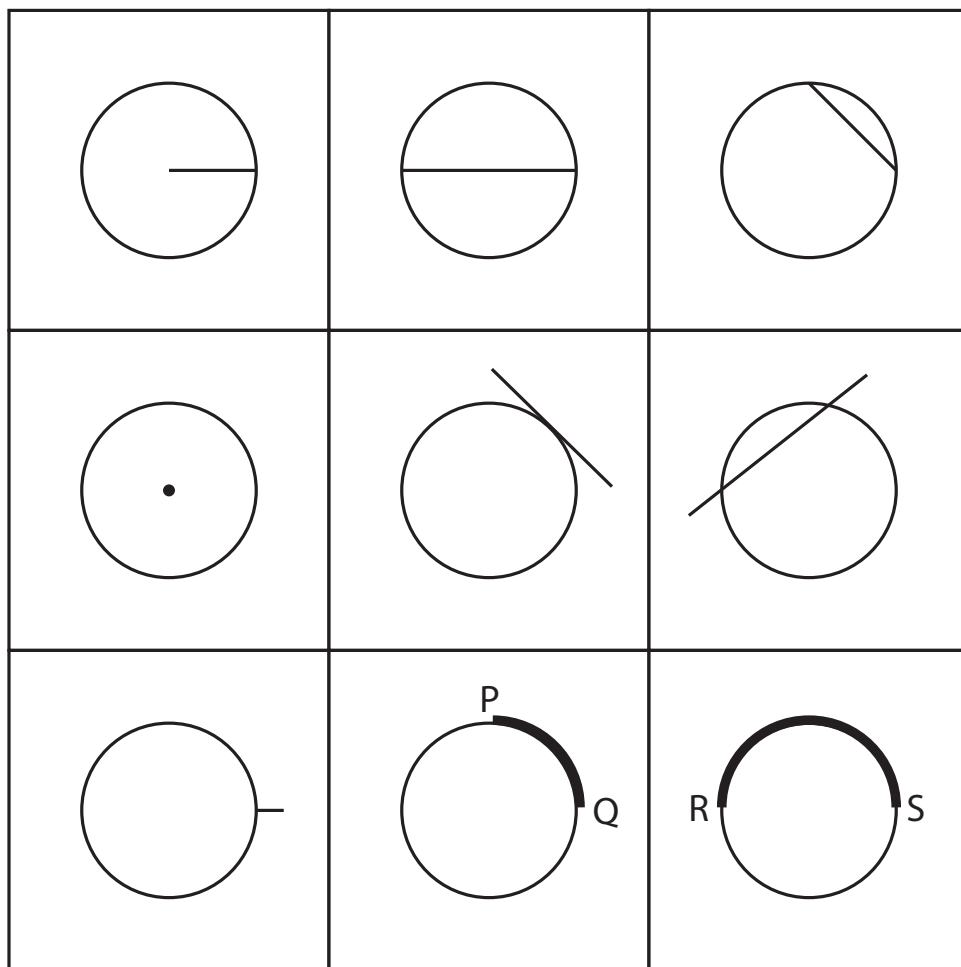
© Copyright 2006-2009 Education.com All Rights Reserved.

<http://www.education.com/>

Tic Tac Math

Circle Terms: Rules and Play

1. Players/teams take turns identifying the terms associated with each circle.
2. If a player/team solves a problem correctly, (s)he/they receive one hundred points and mark the cell with their symbol. If a player/team answers incorrectly, no mark is allowed and play passes to the next player. Players also receive one hundred points for each tic-tac-toe (3 marks in a row, column, or diagonal).
3. The game ends when the board is filled. The player/team with the most points wins.



Tac Tic Math

