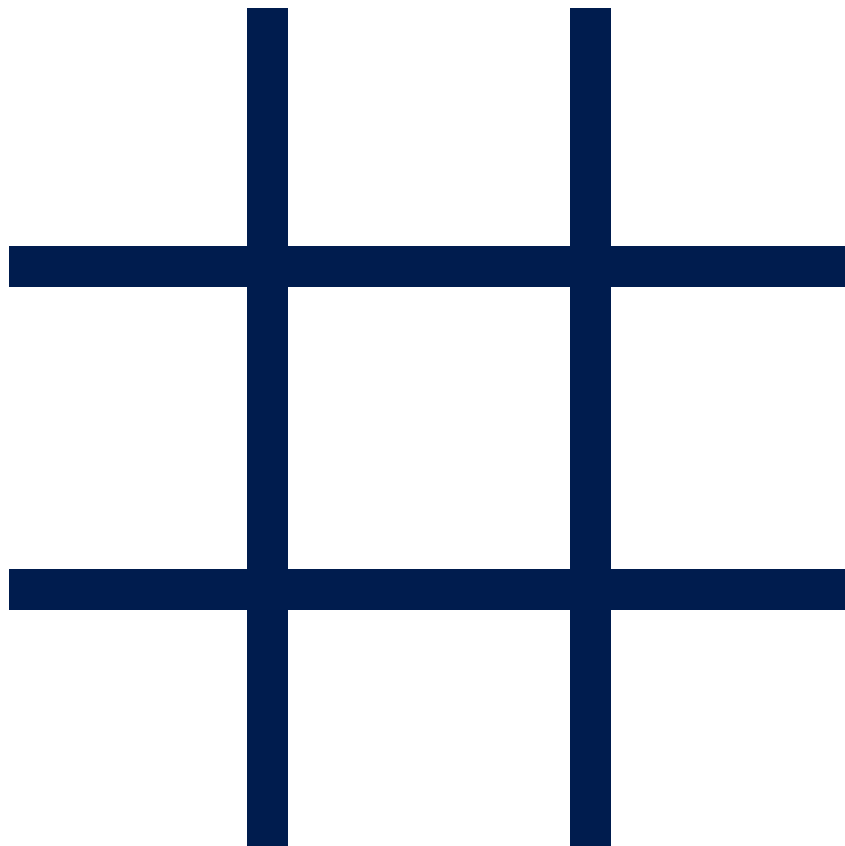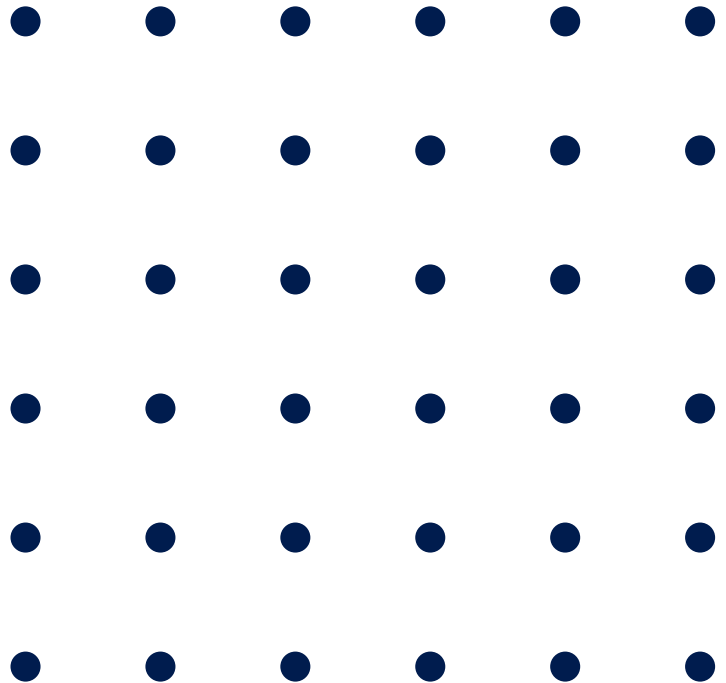# WINDOW GAME TEMPLATES

DOTS AND BOXES GAME

PRINT OUT THE TEMPLATE AND HOLD UP TO A WINDOW. DRAW THE DOTS WITH A DRY ERASE MARKER. USE TWO DIFFERENT COLOR OF DRY ERASE MARKERS TO DRAW LINES.

Players take turns connecting 2 unjoined horizontally or vertically adjacent dots. A player who completes the fourth side of a 1x1 box earns one point and must take another turn. The game ends when all lines are drawn and boxes are claimed. The player with the most points wins.

TIC-TAC-TOE

PRINT OUT THE TEMPLATE AND HOLD UP TO A WINDOW TO TRACE THE LINES, USE DRY ERASE MARKERS TO DRAW X AND OS..

One player is X the other is O. Players take turns putting their marks in empty squares. The first player to get 3 marks in a row is the winner. When all nine squares are full, the game is over.