

Continuing Learning

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Grade: K-7

Category: Numeracy

Title of Lesson: Let's Play A Game

First Peoples Principles of Learning: Learning is reflexive, reflective, experiential and relational.

Indigenous Competency: Mental (skills, knowledge, thought)

Materials:

Printer

Blank Paper

Felts or pencil crayons

Ruler

6 objects to represent game pieces (3 of one colour, 3 of another colour)

Task Instructions: (step by step)

1. You can either print the template on page 3 or create one of your own using the template as a guide.
2. You can find 6 objects that are 2 different colours or you can create pieces from rocks. You can leave 3 rocks blank and create a pattern using felts on 3 rocks.
3. Follow the instructions on page 2 to play the game.

PICARIA

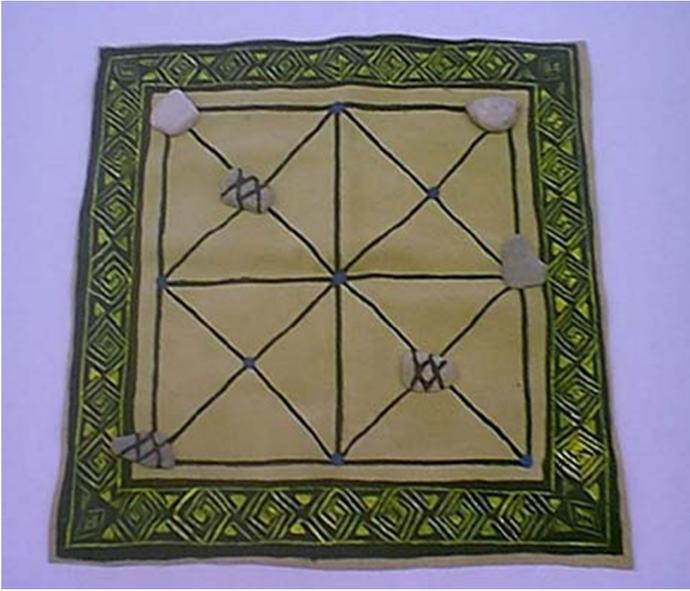


Photo from: <http://mathcentral.uregina.ca/rr/database/rr.09.00/treptau1/>

Goal

With your game pieces create three in a row either horizontally, vertically, or diagonally.

Equipment

Use a 3 X 3 board: 3 horizontal lines, 3 vertical lines, 2 diagonal lines connecting the opposite corners, 4 diagonal lines connecting the midpoints.

6 game pieces: 3 of one colour and 3 of another colour.

Rules

Decide what colour you are going to be and who will be going first. The game board will be empty until the first player takes their turn.

Drop Phase: Players alternate placing their game pieces on the board. You may place a game piece on any vacant point (the circles) on the board EXCEPT for the intersection point/circle in the very centre. You cannot move your pieces until you have dropped all 3 onto the board.

Move Phase: After all 3 of your pieces have been placed on the board you can move, one piece per turn, one space at a time following the pattern on the board (including the centre intersection point). You cannot jump over a game piece and you cannot be on the same space as a game piece.

The player who creates 3 in a row, either in the drop phase or move phase, wins the game.

At the beginning of the game you may decide what happens when one player cannot make a move. You may choose to call the game a draw OR you may say that the player loses the game.

