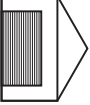



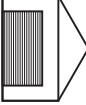

Car Race Gameboard (3 Tracks)

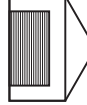



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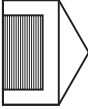

Car Race Gameboard (2 Tracks)



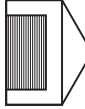

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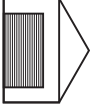




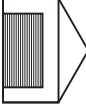

Car Race Gameboard (4 Tracks)

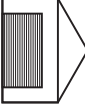

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4	3

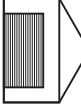

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Multicultural Games: Overview



NAME

DATE

Many of these games have been played for hundreds of years and are the basis for familiar modern games. Children may be interested to learn that the same games, with slight variations, are played in many other countries. Some of these games are described below.

Three-in-a-Row Games

Tic-Tac-Toe is played throughout the United States. Many children are familiar with it. Review how to play, or have children teach each other.

Shisima (shi-SEE-mah) is a game from Kenya that means “body of water” in the Tiriki language. The markers depict water bugs. The winner is the first to get all three bugs in a row. To play, use *Math Masters*, pages G34–G35 and three counters for each player.

Nine Holes is played throughout the world and has many different names. The version on *Math Masters*, pages G36–G37 originated in England. In addition to a gameboard, each player needs three markers.

Distributing Game

Mancala has been played throughout the world for thousands of years. It has many variations, but the basic game is suitable for Kindergartners. It is usually played on a gameboard with cups and can be purchased or made.

Shisima

Directions



NAME

DATE

Materials	gameboard 2 sets of 3 markers (Each set should be a different color.)
Players	2
Skill	Problem solving
Object	To get 3 water bugs in a row

Directions

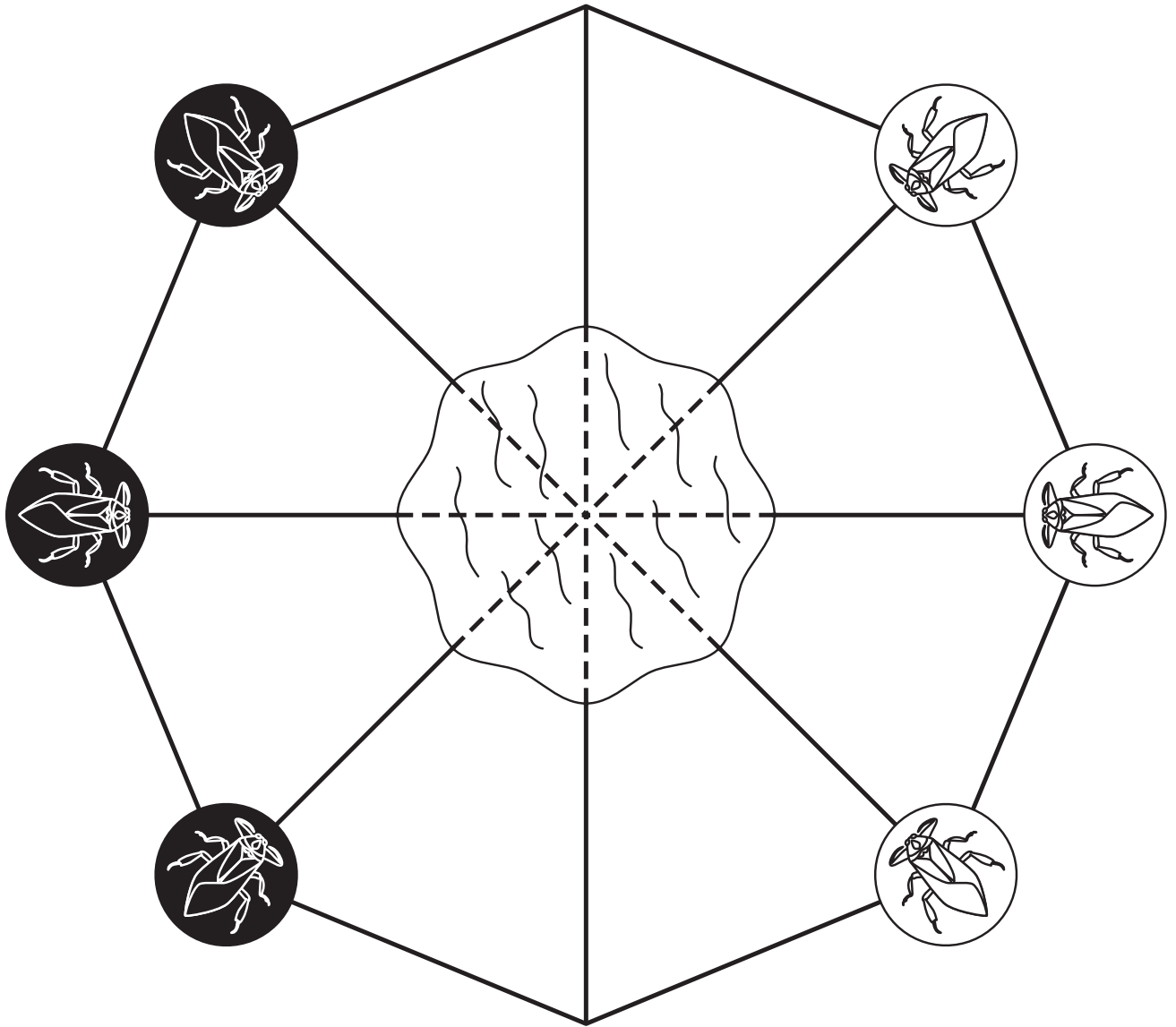
- ① Players decide who will move from the black bugs and who will move from the white bugs on the gameboard.
- ② Players put their markers on the correct color bugs. Each marker is a bug.
- ③ Players take turns moving one space along a line to the next place where the lines meet.
(One place is in the middle of the water.)
No jumping over another bug!
- ④ Players try to get their 3 bugs in a row, crossing the middle of the water. The first player with his or her 3 bugs in a row is the winner.
- ⑤ If no one can make a new move, then it's a tie.

Shisima Gameboard

1	2
4	3

NAME

DATE



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Nine Holes

Directions



NAME

DATE

Materials	gameboard 2 sets of 3 markers (Each set should be a different color.)
Players	2
Skill	Problem solving
Object	To get 3 markers in a row on the 9 intersections on the gameboard

Directions

- ① Players place their 3 markers on their circles next to the gameboard.
- ② Players take turns placing one marker on any intersection (where the lines meet) on the board.
- ③ If no one has 3 markers in a row after placing all 3 of their markers, players try again from where they are on the board. They take turns moving one marker at a time from one intersection to an open intersection next to it.
- ④ The game is tied if no one can get 3 in a row.

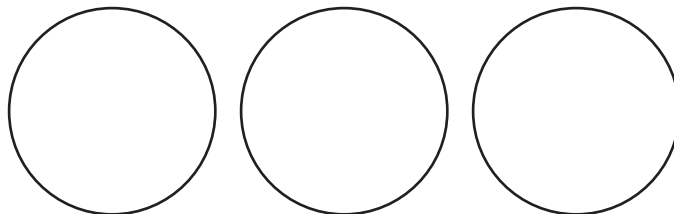
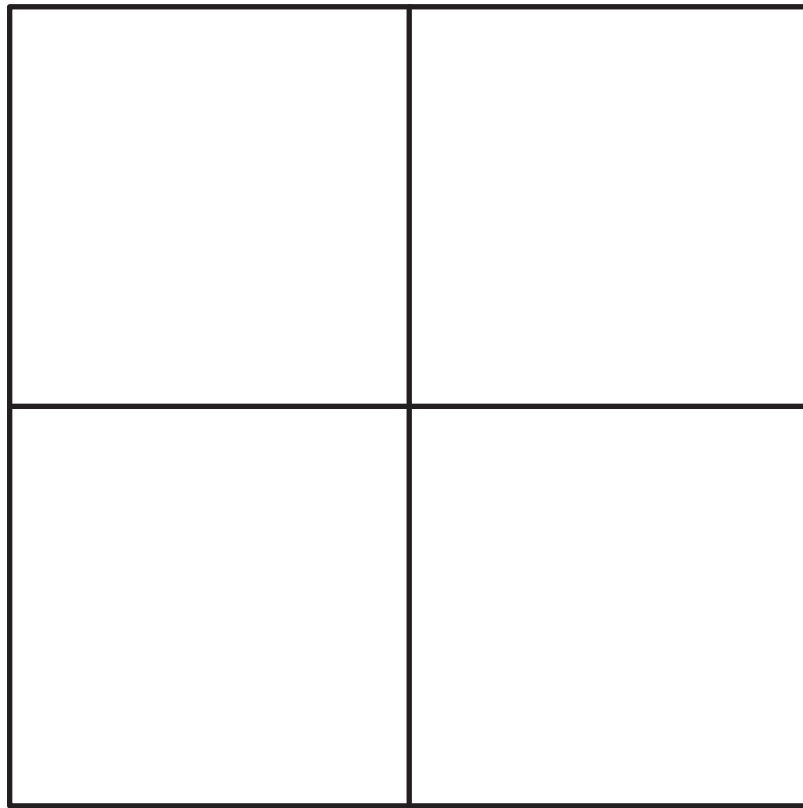
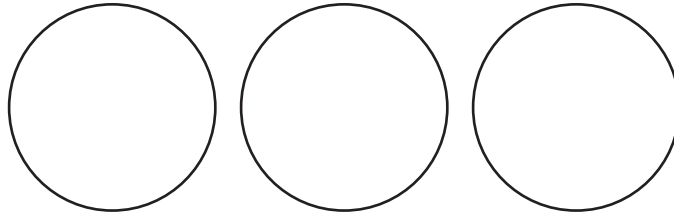
Nine Holes Gameboard



NAME

DATE

Player 1



Player 2