Butterfly

Gr. P-3 Math GCO E: Students will demonstrate spatial sense and apply geometric concepts, properties, and relationships.
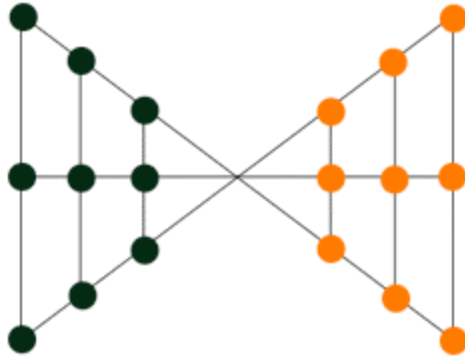
Children in Mozambique call this game for two players Butterfly because of the shape of the game board.

Materials

- Sheet of unlined paper, at least 10 inches long
- Ruler
- Marker
- 2 kinds of counters, 9 for each player

To Make the Game Board:

Draw two triangles with points touching. Mark the points where the lines intersect except the center point.

To Play the Game:

1. The players place their 9 counters each of the empty spots of the game board, leaving the center space empty.
2. The players take turns moving one of their counters into an adjacent empty space.
3. A player may jump an opponent's counter if there is an empty space on the opposite side of it. The player claims his opponent's counter. The player

may continue moving or jumping with the same counter until he or she is blocked.

4. A player who has more than one possible jump may choose which jump to take.

5. If a player fails to make a jump, he loses the counter.

Winning the Game:
The player who captures all of his opponent's counters is the winner.

After:
Discuss with students any strategies they may have found helpful as they played the game. Ask students if they see any connections between the game of Butterfly and other games that they play.