

Igba-Ita

Gr. 1-3 GCO G: Students will represent and solve problems involving uncertainty.

This game of chance, for 2 or more players, originated in Nigeria.

Materials

In Nigeria this game is played with cowry shells.

- 12 cowry shells or shell shaped pasta

To Play the Game:

The name of this game means to "pitch and toss." Men played it in the marketplace in Nigeria while women bought and sold goods.

1. Decide how many rounds of the game to play before beginning.
2. Players agree to place 1-3 shells in the pot, or center of the game.
3. A player called the challenger tosses 4 shells.
4. The challenger wins the pot if
 - All 4 shells land with openings up
 - All 4 shells land with openings down
 - 2 shells land with the opening up and 2 shells with the openings down
5. The challenger takes all the shells in the pot and continues his turn tossing 4 shells.
6. When the challenger loses, the 4 shells are put into the pot and another player becomes the challenger.
7. If any player has too few shells to play, he is out.
8. At the end of the number of rounds agreed upon, the player with the most shells wins.

After:

Ask students to reflect on the rules of the game, specifically, how the pot is "won". Ask them if they would change the rules and why? Did they notice any patterns in the results of each toss and why do they think those patterns occurred?

Given by Natalie DeWare