

Ancient Games

(Target Audience: Ages 9-12)

In the ancient city of Petra, there are game boards all over the city, carved into the rocks. Unfortunately, no one knows how to play them. Many of our modern games are derived from much older models. If your library has chess or checker boards, put them on display while you talk about how to play games.

This website has a lot of good information: http://www.tradgames.org.uk/features/board-games.htm

Make a Mancala/Oware Board

This is a very old game that started in Africa where it is still played today. There are many different versions and names for this game, depending on what country you are from. Mancala is one name, Oware is another.

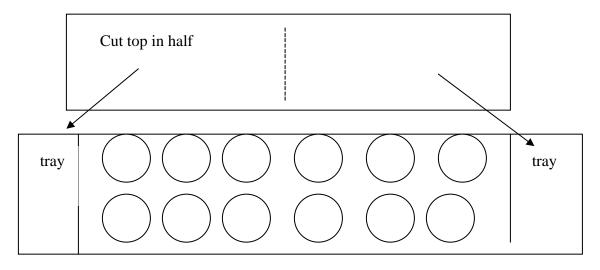
Supplies:

- One egg carton
- Paints and paintbrush
- Scissors and glue
- 48 pebbles, marbles, beads, beans, etc

Instructions:

Cut the top off the egg carton

- 1. Cut the top in half.
- 2. Glue the halves underneath the bottom of the egg carton so that much of the top is left out on the sides. These "trays" will hold your counters.
- 3. Paint the egg carton. Let dry.
- 4. Paint designs on the sides of the carton if desired.
- 5. Place 4 beans, marbles, etc. in each of the 4 cups.
- 6. Play the game!



Rules:

Object of the game: Two players compete against each other to collect as many marbles as they can before the other player clears his side of the egg carton of all its marbles.

Setting up the game: Place the egg carton between the two players, lengthwise. The cups closest to you are your side of the board. The tray to your right is yours. Place 4 marbles (beans, pebbles) in each of the cups. Choose a player to go first.

Playing the game: This is a simplified introductory version.

The first player picks up all the marbles in one of his cups. The player then starts to the first cup to the right and starts dropping one marble in each. If he reaches the end of his side, he is to drop one marble in his tray, then continue around to the other side of the board. He is not, however, to drop a marble in his opponent's tray. Then the other player does the same thing.

The game ends when one player runs out on stones on his side.

At the end of the game, players count the stones in their trays and the player with the most stones wins.