

# MANCALA—Making the Game

Number of participants: 1

Duration: 10-20 minutes

Age Restrictions: None

## Brief Description:

This game is also known as the “count and capture” game. A Mancala game encourages kids to conduct thought experiments, counting tokens and comparing tactics in their heads before they move a game piece.

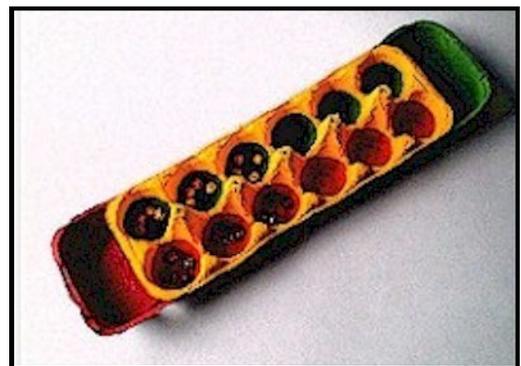
Space Requirements: Craft Table

## Supplies:

- Egg Cartons
- Paint (at least three colours)
- Paint Brush
- Glue

## Activity Instructions:

1. Remove the top from the egg carton. Cut the top in half across the narrowest side.
2. Choose three colours: the general colour (should be lighter), player one colour, player two colour.
3. Paint the inside of the egg holder portion of the carton in the general light colour
4. Paint the bottom circle of one long row of the egg holders the player one colour
5. Paint the other row of the egg holders the player two colour
6. Paint the inside of one half of the lid the player one colour, paint the other half the player two colour
7. Let everything dry. When dry glue the lids underneath the cartons, allow for 5 cm to stick out on either end.



# MANCALA—Playing the Game

Number of participants: 2

Duration: 10-20 minutes

Age Restrictions: None

## Brief Description:

This game is also known as the “count and capture” game. It has a long history and can be dated back to the 6th and 7th century AD from Eritrea and Ethiopia. A Mancala game encourages kids to conduct thought experiments, counting tokens and comparing tactics in their heads before they move a game piece.

Space Requirements: Table or ground space

## Supplies:

- Game board
- 48 flat marbles, beads, stones, or beads

## Activity Instructions:

At the beginning of the game, you and your opponent sit on opposite sides with your egg carton game between you. The row in front of you is your row. The extra cardboard section attached to the carton to your right is your storage pit. Four pieces are placed in each of the 12 spaces where eggs normally sit.

1. The first player takes all the seeds (pieces) from one of his houses. He sows the seeds, moving counter-clockwise. If he gets as far as his own storage pit, he drops a seed there, too. If the last seed in his hand goes in his storage pit, he gets another turn. Otherwise, his turn ends.
2. The second player repeats the “sowing” maneuver described in #1.
3. Players don’t drop pieces in each other’s storage pits.
4. If, during a turn, a player’s last seed lands in one of his empty spots, and there are pieces in the spot immediately opposite it, the player gets to capture both his last seed and the seeds opposite.

**Winning the game:** The game ends when one player runs out of pieces on his side of the egg carton. When the game ends, the other player gets to take all his stones from his side of the egg carton and place in his own Mancala.

Strategy sets in by determining whether it is wiser to go out, or play longer, depending on how many stones are in the opposing players cups.