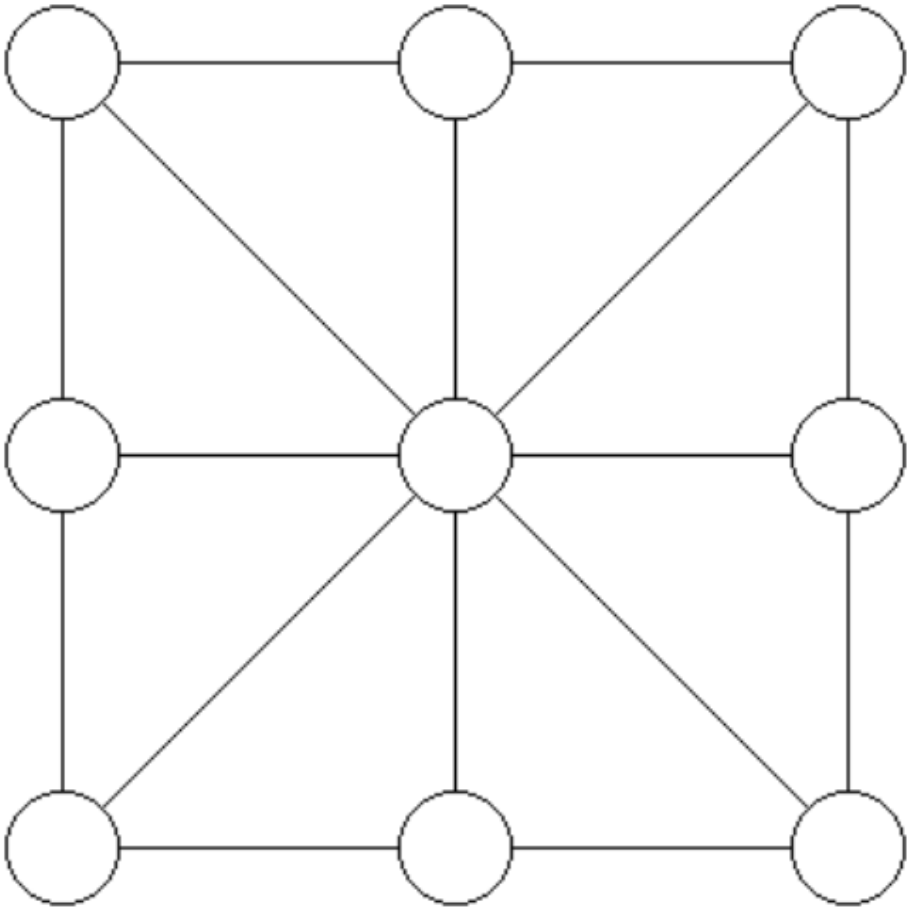
Day 1

Achi



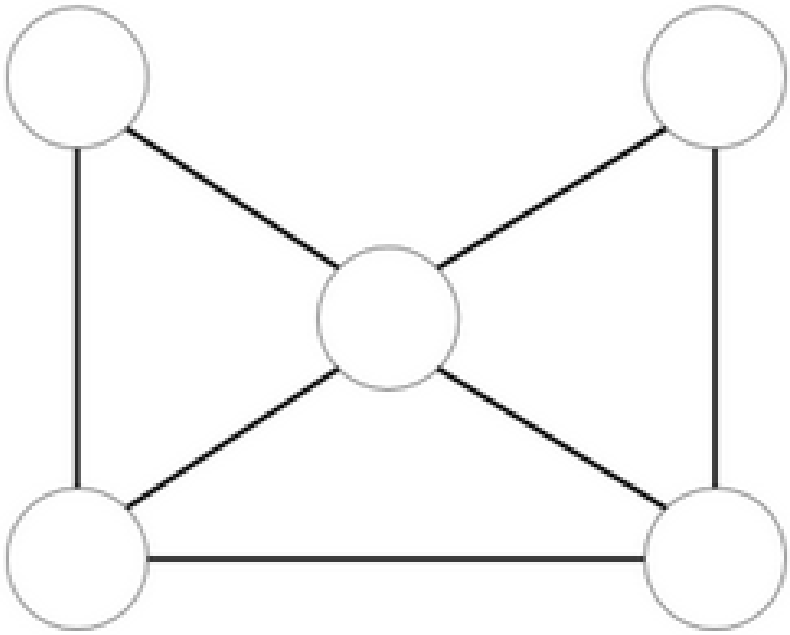
1. Either draw the grid, or print it onto a blank piece of paper.
2. Each player needs 4 counters (or use other small objects).
3. The aim is to be the first to have 3 counters in a straight line.
4. Take turns to place one of your counters on the board on one of the cells.
5. When all the counters have been placed take turns to slide one of your counters into an adjacent empty space.
Continue until one player gets *three in a line*!
6. Play several times. Is it better to play first or second?

You can watch a game being played here:
https://www.youtube.com/watch?v=DU_j_ivk0aA

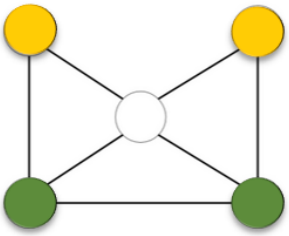
You can play against the computer here:
https://mpaulweeks.github.io/achi/

Day 1

Pong hau k'i



1. Either draw the grid, or print it onto a blank piece of paper.
2. Each player needs 2 counters. Place them at the top and at the bottom:



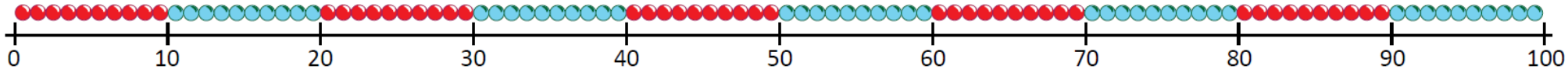
3. The aim is to block your opponent!
4. Take turns to move one of your counters to an adjacent empty space.
5. Keep taking turns until someone is blocked.
6. Play several times. Is it better to play first or second?

You can watch a game being played here:
https://www.youtube.com/watch?v=LWMCAk4NyTQ

You can play against the computer here:
https://www.transum.org/Software/Game/Pong_Hau/

Day 2

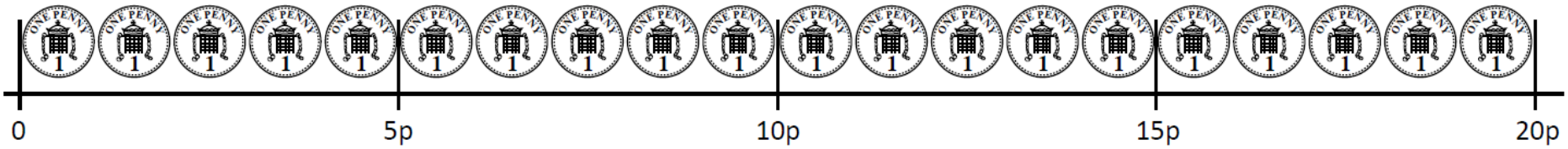
0-100 beaded line



Day 2

1-100 grid

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Day 3

0-20p money line