

This is a simplified version of the famous game of Nim and with some logical thinking it is possible to give yourself a much better chance of winning.

## What you need:

- a board (see second page)
- 12 coloured counters

### What to do:

Lay the counters out, one on each of the shapes on the board..

Decide who is to go first.

The first player may take 1, 2 or 3 counters away. Then it is the turn of the second player.

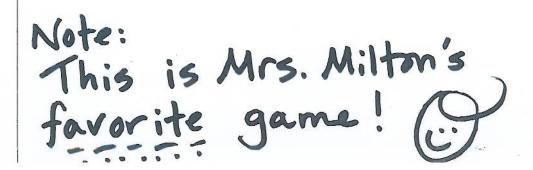
The player who removes the last counter wins the game.

#### Further info:

This is definitely a game of strategy, because the person who goes first should be able to win - if they know the mathematics behind the task!

After a few games players will soon realise that if they are faced with 4 counters left then they will lose the game! On the other hand, if they leave their opponent with 4 counters they will win!

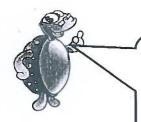
Remember to talk about what is happening and why you are doing it.



1->2

# Game: Easy Nim Maths worksheets from urbrainy.com



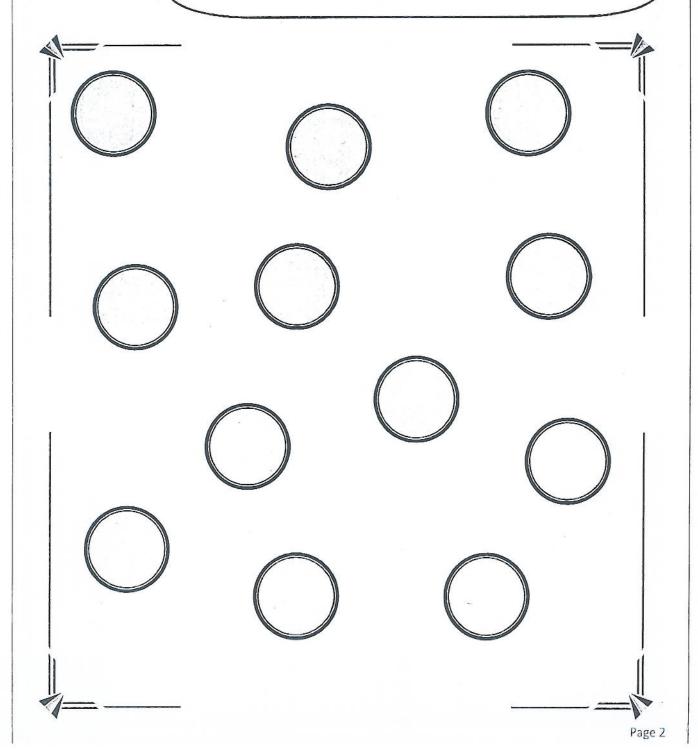


This is for 2 players.

Put a counter on each of the shapes below.

When it is your turn you may take 1, 2 or 3 counters away.

The player who takes the last counter is the winner.



# Addition Tic-Tac-Toe

- 1. Players choose markers in two different colors or sizes. (you can use coins, candy, bingo chips, etc.)
- 2. The first player chooses two **addends** from the bottom of the game board, places a paper clip on each, and marks the **sum** with his/her color marker.
- 3. The second player moves one of the paper clips to a new **addend**, finds the **sum**, and marks the **sum** with his/her color marker.
- 4. Play continues until one player has marked four sums in a row, a column, or a diagonal.

Note: It is legal to move the paper clip to the same addend of the other paper clip to allow for doubles such as 5+5.

Guardian

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19

0 1 2 3 4 5 6 7 8 9 10 11 12

One-to-One Math