

Sixteen or Bankrupt

- Materials:** 4-by-4 grid board
12 beans or counters for each player (each player needs a different kind or colour)
- Players:** Two
- Rules:** Decide who will play first. The first player may put a counter on 1, 2 or 3 squares (only one counter per square). The second player then takes a turn. Players must follow the grid from start to finish. The game continues until there is a counter in every square. The winner is the player who puts a counter in the 16th square.
- Variation:** The winner is the player who forces his opponent to put a counter in the 16th square.

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Notes for parents :

Sixteen or Bankrupt is a strategy game. Once your child has had some opportunities to play that game, you can ask him/her the following question:
« At what point, during the game, can you predict who the winner will be? »

Variation: Fill out the board using 16 counters. Each player must decide to take away 1 or 2 counters at a time. The winner is the player who takes away the last counter.

SIXTEEN OR BANKRUPT

- » Developing reasoning
- » Working with patterns
- » Working with addition and subtraction

Sixteen or Bankrupt

START			
			FINISH