

# CHECKERBOARD MATH

**Material:** A checkerboard with math questions on the squares that form the playing surface  
12 unifix cubes (or other counters) per player - a different colour for each player.

**Players:** Two

**Rules:** This game is played like regular checkers. Each player places 12 cubes on the checkerboard squares in the first three rows nearest to the player. The goal is to capture the other player's cubes by jumping over them one at a time.  
In order to make a move, the player must correctly answer the question on the square to which s/he wishes to move. All moves are in a forward direction only until one of the players' cubes reaches the opposite side of the board. That cube becomes a king by adding an additional cube to it. A king may move both forwards and backwards. Play ends when one player captures all of the cubes belonging to the other player.

**Variations:** This game can be designed with any type of Math questions on the playing squares. A variety of checkerboard games boards are available in the blackline master section.

This game was created by Robyn Smith, Karyn Foster, Jennifer Nesbitt, and Ainsley Heaps. Weekend College, University of Manitoba