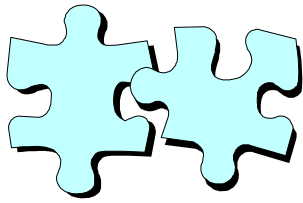


Games



Surprise Ending— find hidden pieces of a item to put together

Birthday cards, magazine pictures adhered to cardstock, puzzle of 6-8 large pieces
scissors
hiding places

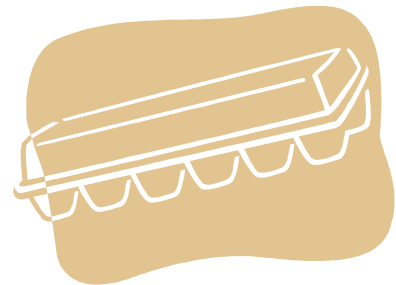
Create puzzle pieces for the participants to collect and find. These can be created by using the front of cards, gluing a magazine photo on cardstock etc. Take the item and cut it into about 6-8 large pieces. Hide them in a designated area for each group, but keep one piece to give to each team so they know what their pieces look like.

The first team to find all the pieces to his or her puzzle and shouts out what the final picture depicts is the winner. Example: We have all the pieces of the Christmas Tree!

Mancala Game----From Africa

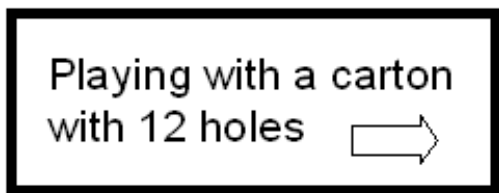
Items needed:

Empty egg carton (the type without holes in the top)
beads or smooth stones (two different colors)
markers and or construction paper to decorate the outside of the carton
small paper boxes or cups (2 per game)

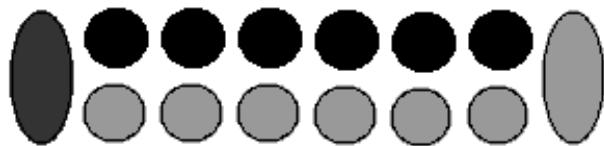


How to construct the game

Decorate the outside as desired. Draw marbles, flowers, hearts, swirls or shapes. Place a paper box or cup at the end of each egg carton. This is the holder for the



This is home for the person on the left on the black team.



You will need to use 2 cups or small boxes on the outside of the egg carton to use for HOME.

This is home for the person on the right the gray team.

How to Play the game: Mancala is played with seven pits or holes-- six playing pits plus one score pit or HOME-- per player. At the beginning of the game, each of the (12) playing pits contains 3 beads or stones or whatever. To play, the player chooses one pit from which to start. Each item in the pit is then placed, one at a time, into the successive pits, moving counter-clockwise around the board. Items placed in a HOME area are points for that player. If the last item during the play is placed in the player's own HOME, they get another turn. If the last item is placed in an *empty* pit on their *own* side of the board, then they Capture the seeds in the opposite (their opponent's) pit. All captured seeds, as well as the capturing piece, are placed in the player's HOME. The game ends when all of the pits on one side of the board are empty. The player with items remaining gets to put them into their HOME. The winner is the player with the most items in their HOME pit.