

Touch and Go

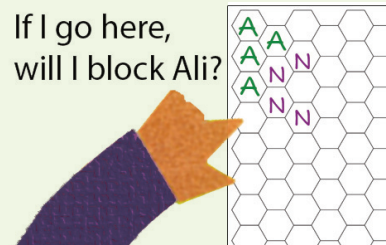
Grades: K-3 Number of players: 2 Skills: geometry; logic

Goal: Claim the most hexagons

- 1 Each player initials one hexagon.
- 2 Players take turns. On your turn:

Choose a hexagon touching one with your initials.

Mark it with your initials.



When one player cannot move, the other wins.

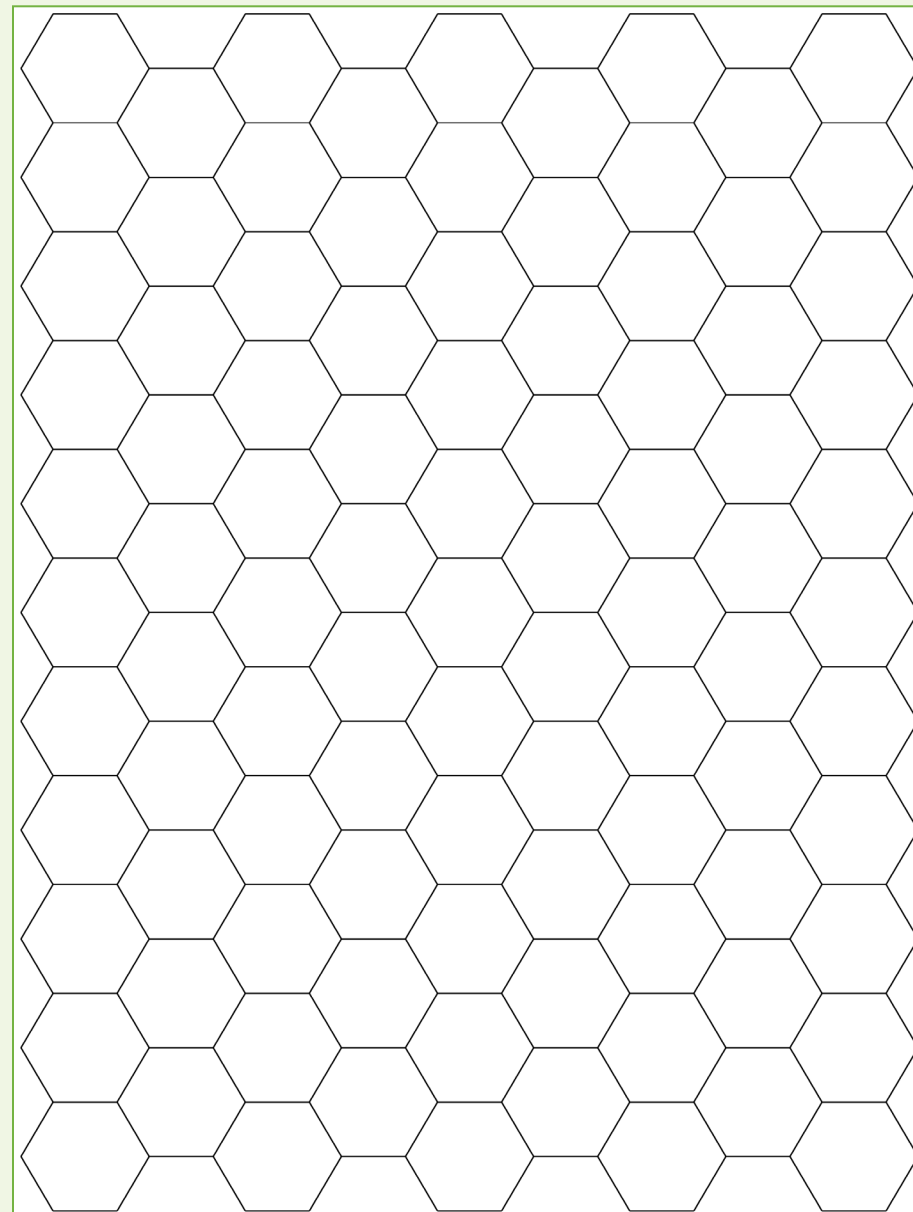
Variations

For more challenge, at the start of the game each player initials two hexagons.

Read

When a Line Bends a Shape Begins. Green, Rhonda Gowler. HMCo. 2001.

The Greedy Triangle. Burns, Marilyn. Brainy Day Books. 1995.



Visit <http://mixinginmath.terc.edu> for more math ideas and to print copies of game boards.

