

Notes Concerning the *Sandwich Game*

Level: Advanced (1st grade and above)

Recommended # of Players: 2

Materials: *Sandwich Game* gameboard; 64 tokens that are of 2 colors, one color on each side (see notes); paper and pencil for scoring

Relationships: Spatial reasoning, addition by 2s

Notes:

If tokens with a different color on each side are not available, pennies can be used, with one player being heads and the other tails. However, when pennies are used, it is more difficult for children to distinguish the tokens on the board, so colored tokens are recommended. Tokens of 2 colors can be made by gluing together 2 tokens of different colors, or by painting one side of a set of tokens.

This game is very similar to the commercial game *Othello*. It is a very good game for spatial reasoning. Children have the opportunity to track many different potential sandwiches, and to evaluate the possibilities for sandwiches with each new placement. Because of the rule that sandwiched tokens are turned over and thus change color (becoming the other player's tokens), the arrangement of the gameboard can change frequently. Children must pay close attention while playing the game in order to keep track of all possible sandwiches.

This game provides children with many opportunities to decenter to consider all of the possible rows on the board (horizontal, vertical, and diagonal). Young children frequently have trouble recognizing diagonal rows; they focus only on horizontal and vertical rows and miss diagonals.

This game also promotes perspective taking as players try to anticipate where the other might place a token on the next move. Players have the opportunity to learn how to play both offensively (trying to sandwich the other player's tokens) and defensively (trying to prevent their own tokens from being sandwiched).

From Kamii, C. & Housman, L. (1999). *Young Children Reinvent Arithmetic: Implications of Piaget's Theory*, 2nd Ed. New York: Teachers College Press.