

# Notes for Spider Game

**Level:** K-1

**Recommended # of Players:** 2

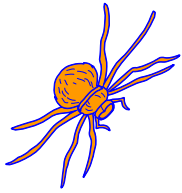
**Materials:** *Spider Game* gameboard; 6 markers

**Math Skills:** Spatial reasoning; strategies

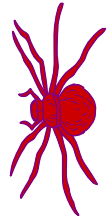
**Mathematical benefits:**

*Spider Game* is deceptively complex. The only possible way to make 3 in a row is to capture the center space. Players will figure this out quickly, and will try to be the first to capture the center. If the other player moves around from one vacant space to another without a strategy, the game can become long and both players become frustrated. However, players have the opportunity to figure out how to trap their opponent so that the only move available is to vacate the center space. After players figure out this strategy, the game becomes very intriguing and challenging. Players must plan their moves out in their head. This is the only way to set up traps that force the other to move out of the center.

If children like this game, they may also like *Tapatan*. When children have mastered this game and *Tapatan*, they can move on to *Nine Men's Morris*.



# The Spider Game

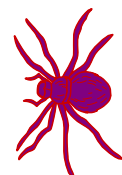
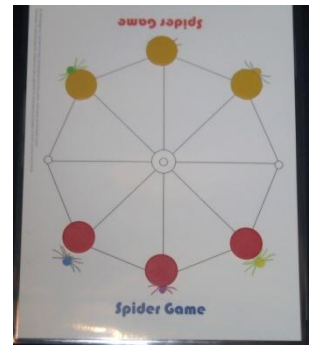


**Materials:** 6 markers (3 each of 2 colors).

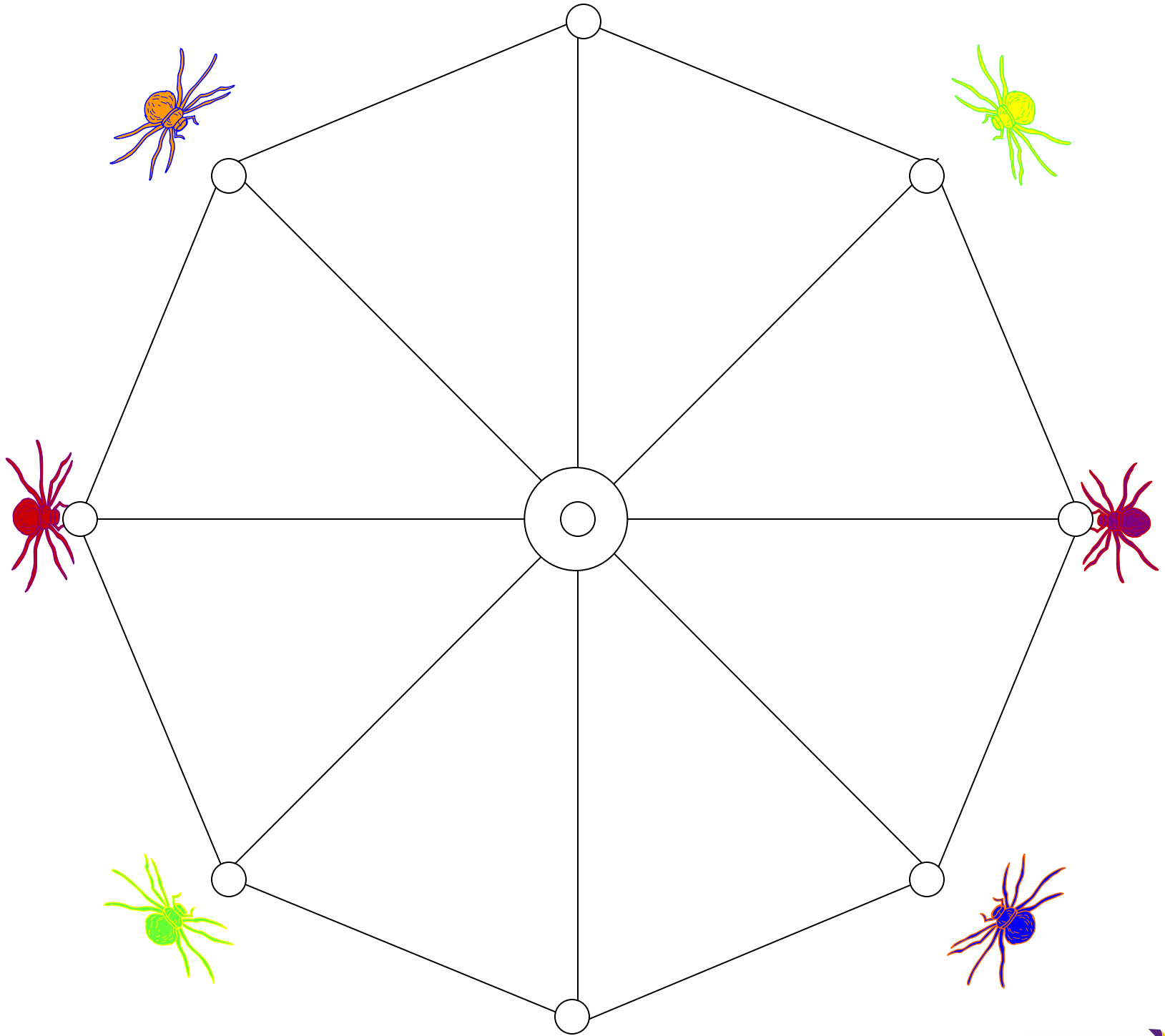
**Objective:** To be the first to get 3 markers in a row.

## To Play:

1. Players sit opposite each other, with 3 spiders in front of them. Players each take three markers of the same color and place them on the circles in front of their spiders.
2. Players decide who goes first.
3. Players take turns sliding one of their markers along any line to a neighboring circle. Players must move a marker on their turn.
4. Markers cannot pass a circle on the way to another circle. Markers cannot jump over another marker, and 2 markers cannot be on the same circle.
5. Players continue taking turns until one player gets three markers in a straight line. This player is the winner.



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