

# Kalah

## Leader



Develop skill in changing perspective on a problem, in re-examining places, and in formulating new strategies.



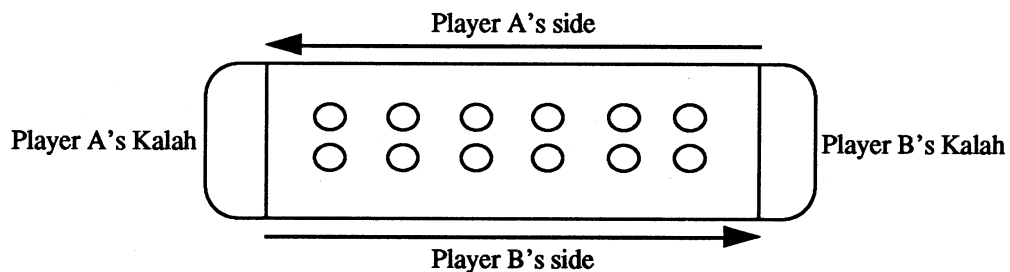
You will need:

- Egg carton that can be used to make a kalah board
- Beans



Do this:

- Each player sits on one side of the kalah board.
- The pits on her side belong to her as does the kalah to her right.
- Put three beans in each pit and none in either kalah to start the game.
- Players try to collect as many beans as possible in their kalah.
- Each person in turn picks up all the beans in any one of their own six pits and places them one by one in each pit around the board to the right, including, their own kalah and into the opponent's pits (but not in the opponent's kalah).
- Once a bean is in a kalah, it stays there. If a player's last bean lands in the player's own kalah, he or she gets another turn.
- If the player's last bean lands in an empty pit on that player's side, that player captures all of the opponent's beans in the opposite pit and puts them in the player's kalah together with the capturing bean.
- The game ends when all six pits on one side are empty.



Kalah, a game played in many African countries, is called by different names in different regions of Africa. "OWARE" and "MANKALA", two of its names, mean "transferring." In Mali, it is called the "GAME OF THE UNIVERSE" and the beans or seeds are used to represent stars.



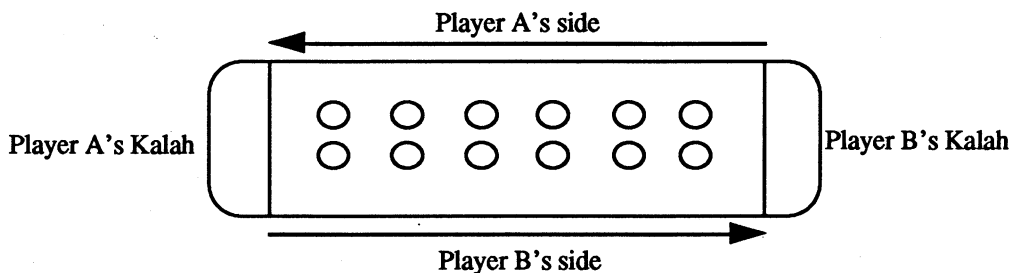
-Downie, D., T. Slesnick, and J. K. Stenmark. *Math for Girls and Other Problem Solvers*. Berkeley, CA: Math/Science Network, Lawrence Hall of Science, 1981:94.  
-Temko, F. *Folkcrafts for World Friendship*. Doubleday & Company, Inc., 1976.

Student \_\_\_\_\_



Do this:

- Make a kalah board.
  - a. Cut the lid off a egg carton.
  - b. Cut the lid in half and fasten each half to one end of the carton. These ends will form the two kalahs—one for you and one for your opponent.
- Each player sits on one side of the kalah board.
- Players try to collect as many beans as possible in their kalah.
- Each person in turn picks up all the beans in any one of their own six pits and places them one by one in each pit around the board to the right, including their own kalah and into the opponent's pits (but not in the opponent's kalah).
- Once a bean is in a kalah, it stays there. If a player's last bean lands in the player's own kalah, he or she gets another turn.
- If the player's last bean lands in an empty pit on that player's side, that player captures all of the opponent's beans in the opposite pit and puts them in the player's kalah together with the capturing bean.
- The game ends when all six pits on one side are empty.
- Play the game:
  1. What strategies did you find most helpful as you played?
  2. What would happen if you put two or five beans in each pit as you started the game?



WHAT I FOUND