

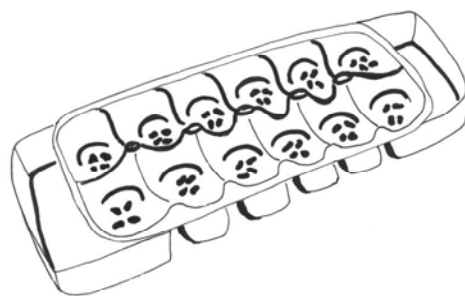
# Mancala Sessions for OSHC

Mancala is probably one of the oldest games in the world and archaeological evidence suggests it was being played in Egypt before 1400BC. It is a game that has many different names and variations, particularly in Africa. The Mancala game board can be made of clay, wood or stone. It is a great game for school aged children. It can be played indoors with a board or outdoors with pebbles in the sand or drawn with chalk on concrete paths.

In this edition of Kaleidoscope we have included the directions for making a simple Mancala board and how to play the basic game. There are small pieces involved therefore would only suit school aged children.

## You Will Need

- 2 egg cartons
- 48 markers (small pebbles, buttons etc)
- Glue and scissors
- Coloured Paints and clear gloss



## What To Do

- Remove the lids of the egg cartons. Cut the lid in half, glue under each end of the cups, to make 2 receptacles called the *Mancala*. Paint as desired, allow to dry.
- Make or collect 48 markers (small stones, buttons, large seeds)
- Place 4 markers in each of the 12 cups (at first leave the 2 Mancalas empty)
- Players sit either side of the game board. They own the six cups nearest to them. They also own one Mancala, which is to their right.
- Player 1 scoops out the markers from one of the cups on their side of the board and (in an anti-clockwise direction) places 1 marker into all cups (including the Mancala), starting with the cup to the right of the emptied cup and continues around the board until all markers have been dropped.
- Player 2 has their turn and begins on their side (same as Player 1). Players continue taking turns by taking all the markers from one cup on their side and dropping them one by one around the board. The number of markers in each cup will vary as the game progresses.
- If a Player drops the last marker into their opponents Mancala cup they receive another turn as a bonus.
- There are a number of advanced rules such as when a last marker is placed into an opponents cup that only has 2 or 3 markers in it, that player gets to keep all the markers and places them in their Mancala.
- The game continues until one side is empty. The winner is the player with the most markers in their Mancala.

**This game was taken from Diversity Directions ‘Multicultural Games for OSHC’  
This booklet is available for purchase for \$11.00**

Adapted from: Adams, S. 1997 *The Great Games Book* Dorling Kindersley Limited, Great Britain