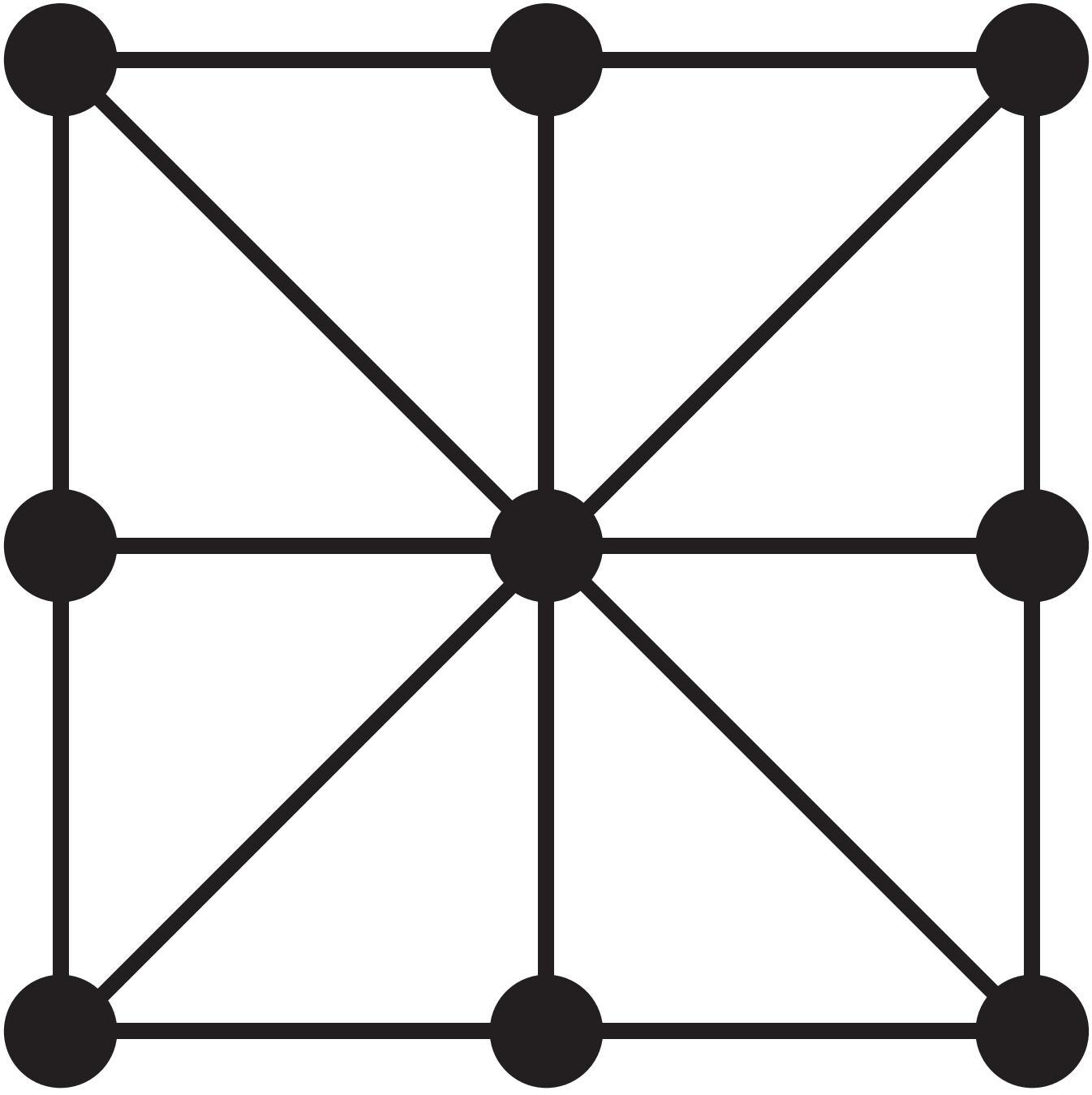
MATH ACTIVITIES FOR HOME

SOUTH OF THE SAHARA: ACHI GAME BOARD



See page 43 for game rules.

MATH ACTIVITIES FOR HOME
SOUTH OF THE SAHARA: ACHI HISTORY & MATH QUESTIONS

Connect Three

Though Achi is a game played by the Asante people of Ghana, it may seem familiar to you because it's played similarly to tic-tac-toe. Like tic-tac-toe, the goal in Achi is to get three in a row; however, unlike tic-tac-toe, the game doesn't end in a tie if no one wins after placing all of the pieces on the board. Instead, players continue to move their pieces around the board until one player succeeds in getting three in a row.

Asante children use light and dark colored stones and play on a simple 9-point board drawn on the ground, while older players may use a more elaborate board carved in wood.

Math is powered by axioms

Achi is structured to naturally lead to questions that can be resolved through logic and deduction. This act of asking and exploring questions that arise from the structure of a system inspired the ancient Greek mathematician Euclid to document the fundamental assumptions and structure of geometry in a list of "axioms." Euclid's work was so influential that he became known as the "Father of Geometry". His groundbreaking axiomatic method is still used in mathematical research today, more than two thousand years later.

View the image on the left and use the fundamental assumptions of Achi to tackle the following questions:

• *Would you rather be the player that goes first or second in a new game?*

• *It is the blue player's turn. There is a way that one of these players is guaranteed to win. Would you rather be the pink player or the blue player?*