

# First Nations Math

## Activity 4 - Game Sticks

Many First Nations people played games to have fun during the long winters and other times. Some people played them as a means of gambling to obtain items of value. Sticks are used like dice. Traditionally, animal teeth, bones and skins were used. In this activity you will learn the game of sticks.

**You will need:** 12 game sticks (popcicle sticks, decorated on one side), 10 toothpicks, a score sheet and a small box.

### Activity Instructions:

1. Two players need a set of 12 game sticks and 10 counters. Each player uses six game sticks. Place the 10 counters in an area that becomes the bank.
2. Players alternate turns tossing their six sticks. Toss the sticks to see which player will go first. The player with the most design sides up on the toss goes first.
3. Counters are won by toss of the sticks as follows:
  - If all six sticks land with the design sides up, then take three counters.
  - If all six sticks land with the plain side up, then take two counters.
  - If the sticks land with three plain and three design sides up, then take one counter.
  - If the sticks land in any other combination, take no counters.
4. When no counters remain in the bank, players take counters from each other when they toss a winning combination of sticks. Example: Player one has six counters and player two has four counters. It is player two's turn to toss. Her toss is six sticks with the plain side up. Now player one must give two counters to player two.
5. Play continues until one player wins all the counters.



Can you believe THIS is math?