ACTIVITY WRITE-UP

Name of Activity: Mancala

Type of modality	Board Games
Type of play	Shared Cooperative
Interaction pattern	Inter-group
# of participants required	2
Equipment/supplies	• Board • Marbles • Table or hard surface
Facilities required/environment	This game should be played in a quiet room.
Precautions	Supervise young children, because marbles may become choking hazard

Directions

1. Set board up, so that each player has six holes facing them long ways
2. Put four marbles in each hole excluding the mancalas
3. Whoever goes first, picks up the marbles from a hole they choose on their side
4. Place one marble in each hole in a counter clockwise way, including your mancala but excluding your opponent's mancala
5. If your last marble ends in a hole which has more marbles, pick those marbles up and continue
6. If your last marble ends in an empty hole, your turn is over and the next player repeats steps 3-6
7. When one player has no more marbles in their six holes, then the game is over
8. The player who still has marbles in their six holes, takes all the marbles left on their side and puts them in their mancala
9. Count the total amount of marbles in your mancala
10. Whoever has the most marbles in their mancala wins

Activity Analysis

Category	Skills
Primary body position	Sitting
Part of the body required	Fingers, wrist, arm, shoulder
Movement	Grasp: radial-digital grasp, picking up, putting down objects, releasing,
Physical	Dynamic sitting balance, fine muscle coordination, UE active range of motion, visual-motor integration

Cognitive	Alertness, sustaining attention, concentration, simple decision making, counting
Social	Interpersonal interactions, maintaining social space, regulating behavior, self-expression, social conduct, social cues, showing respect, showing tolerance
Perception	Visual, tactile, auditory
Communication/language	Reception to spoken language, reception of body language, reception of signs and symbols, expression of spoken language, producing body language
Self-care	NA
Psychological/emotional (possible)	Joy (winning the game), anger (losing the game), fear (of losing), frustration (cannot understand task)

How to Simplify the Activity
1. Decreasing the number of marbles will simplify the activity
2. If your last marble ends in a hole that has more marbles just leave the marble in that hole instead of taking all the marbles in that hole and continuing

How to Make the Activity More Complex
1. Add more marbles
2. Increase amount of players

Other Comments