

RAFT IDEAS

Topics: Logic and Critical thinking; Mathematical Reasoning; Traditions and Cultures

Materials List

- ✓ Stiff cardstock, cut to desired size
- ✓ 64 very shallow containers about 5 cm (2") in diameter
- ✓ 36 white (or light-colored) game pieces
- ✓ 36 black (or dark-colored) game pieces
- ✓ Hot glue

This activity can be used when studying:

- Problem Solving and Reasoning (Common Core Math Standards: Mathematical Practices Grades 3 - 8)
- Traditions, culture, & recreation (National Curriculum for Social Studies: Theme 1, Culture)
- Knowledge and understanding of the past (National Curriculum for Social Studies: Theme 2, Time, Continuity, and Change)



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Konane

Hawai'ian Checkers - Strategy, Island Style



Introduction

Games are wonderful ways to motivate students; they enjoy themselves and do not always realize that they are getting practice with skills like critical thinking and logic. This ancient island game, similar to checkers, is easy to learn, and fun to play for people of all ages.

Assembly & Set-up for Play

1. Hot glue the 64 containers to the playing board to create an 8 by 8 playing surface, similar to a checkers board.
2. Place one playing piece in each container, alternating colors, so that every container has one piece.
3. Remove one white piece and one black piece from the center of the board.

To Do and Notice (Playing the Game)

1. Randomly decide who will play white and who will play black. Black goes first.
2. Black jumps a white piece "capturing" the piece and removing it from the board.
3. Players take turns until no player can jump another player.
4. Players can jump more than one piece, one at a time, on any given turn.
5. Players cannot change direction in any given turn.
6. Pieces may not be moved diagonally, only horizontally and vertically.
7. The game is over when neither player can move.
8. The winner of the game is either:
 - The player who could make the last move.
 - The player who has captured the most pieces.
(Decide ahead of play how the winner will be determined.)

The Content Behind the Activity

Playing Konane develops Mathematical Reasoning skills. In order to play, students must continually evaluate patterns and changing relationships represented by the playing pieces. As with any game of strategy, logic and critical thinking skills are required in order to become an accomplished player.

Konane originated on the Hawaiian Islands, and has been played for hundreds of years. King Kamehameha I (1740 a.d. – 1758 a.d.) was reportedly very good at playing this game of strategy. Artifacts and legends suggest huge Konane tournaments were once a part of Hawaiian culture. Playing surfaces varied in size; boards found on the islands range from 64 spaces, on the small end, to as large as 250 spaces.

Recreation is as much a part of culture as language, kinship, and food acquisition; every culture has unique games and recreations. Understanding these recreations means better understanding the people who play them, and better understanding our own culture in the process.

Web Resources (Visit www.raft.net/raft-idea?isid=181 for more resources!)

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