

Giant Chinese Checkers



- **Overview.** Great for the gym or outdoors! This huge Chinese Checkers set keeps the fun going for hours. Play like traditional Chinese Checkers, or with great variations to the game listed here. Includes 60 soft, 6½”H cone-shaped nylon playing pieces, 10 each in red, green, blue, purple, yellow and orange, and a durable 82” x 82” vinyl mat with colorful board game design.
- **What Are the Educational Applications?**
 - Giant Chinese Checkers becomes a moving educational experience when you add locomotor skills, partner and teamwork activities, and games to its normal sedentary way of playing. It is a classic game that everyone loves to play and now it can help reduce obesity, challenge the sedentary lifestyles and promote active healthy living.
 - Provides positive, simple developmentally appropriate activities for all ages. It combines a traditional game with physical activity that can be modified to challenge the appropriate age levels.
- **How Can I Use This Product With My Students?**
 - **Where:** Can be used indoors & outdoors on a clean, smooth surface.
 - **Age:** 6 to Adult
 - **Group Size:** Can be played by 2, 3, 4 or 6 players.
 - **Basic Skills Needed:** An understanding of the basic game rules.
- **Set Up/Instructions**
 - The board is in the shape of a 6-pointed star. Each point of the star is a triangle consisting of 10 holes (four holes to each side). The interior of the board is a hexagon with each side five holes long. Each triangle is a different color and there are six sets of 10 pegs with corresponding colors.
 - For the 6-player game, all pegs and triangles are used. If there are four players, play starts in two pairs of opposing triangles; and a 2-player game should also be played from opposing triangles. In a 3-player game the pegs will start in three triangles equidistant from each other.
 - Each player chooses a color and the 10 pegs of that color are placed in the appropriately-colored triangle.
 - The objective is to be the first to player to move all 10 pegs across the board and into the opposite triangle.

The Games/Activities

- **Activity #1: Basic Game**
 - a. **Objective:** To be the first to player to move all 10 pegs across the board and into the opposite triangle.
 - b. **Set Up:** A toss of a coin decides who starts the game.
 - d. **How to Play:**
 - Players take turns moving a single peg of their own color. In one turn, a peg may either be moved into an adjacent hole OR it may make one or more hops over other pegs.
 - When a hopping move is made, each hop must be over an adjacent peg and into the vacant hole directly beyond it. Each hop may be over any colored peg including the player’s own peg and can proceed in any one of the six directions.

- After each hop, the player may either finish or continue by hopping over another peg, if possible. Occasionally, a player will be able to move a peg all the way from the starting triangle across the board and into the opposite triangle in one turn!
- Pegs are never removed from the board. It is permitted to move a peg into any hole on the board, including holes in triangles belonging to other players, even triangles not presently in use. However, once a peg has reached the opposite triangle, it may not be moved out of the triangle, only within the triangle.
- The first player to occupy all 10 destination holes is the winner.

• **Activity #2: Team Giant Chinese Checkers**

- Objective: To move quickly while playing the game as part of a team.
- Set Up: Each team stands behind their color triangle.
- How to Play:
 - After each turn, the player runs around the playing area back to the end of their team's line. The next partner steps up to the game and plays their turn.
 - All other rules apply as instructed in Activity #1.
 - This can be played as individuals with the players running around the game board and back to their place to play their own next move.

• **Activity #3: Relay Team Giant Chinese Checkers**

- Objective: To use various locomotor movements while competing against other teams; or to work towards a time goal to break your own team's record.
- Set Up: Each team stands 15' to 20' behind their color triangle.
- How to Play:
 - When it is their turn, a member of the team jogs, walks, skips or hops up to the board to play their turn. They then return to their team, giving a high five to the next in line.
 - The next player does a different locomotor skill up to the board, observes the board until it is their turn, takes their turn and then returns to their team to high five the next teammate.
 - All other rules apply.

• **Safety Issues & Concerns**

- Always move carefully during play to avoid injury
- Watch out for others, and stay in your line to allow others to move safely

Meets These NASPE Standards

1. Demonstrate fundamental locomotor and object-control skills
 - Demonstrate fundamental locomotor skills (physical activities)
3. Participates regularly in physical activity
4. Achieves and maintains a health-enhancing level of physical fitness
5. Exhibits responsible personal and social behavior that respects self and others in physical activity settings.
6. Values physical activity for health, enjoyment, challenge, self-expression and/or social interaction.