

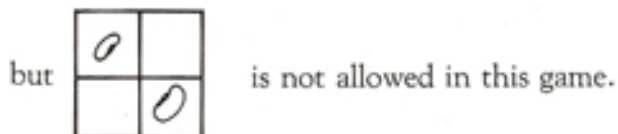
Two-Dimensional NIM

Why

To practice spatial reasoning and logical thinking

How

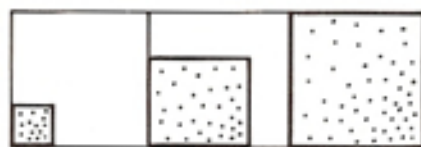
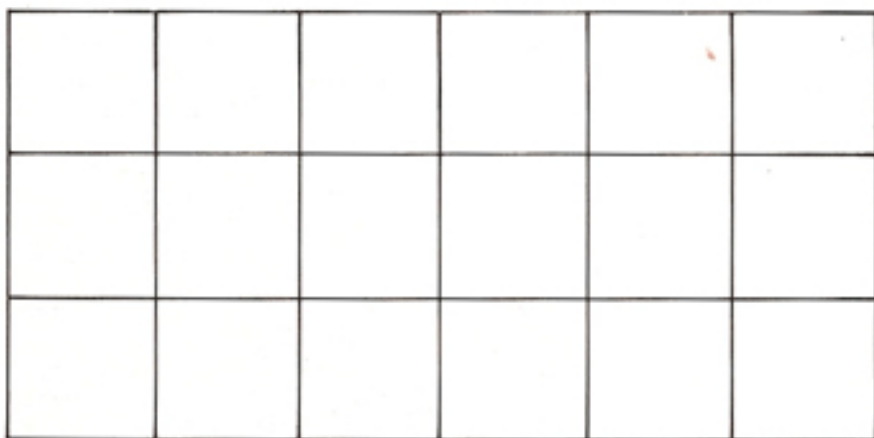
- Use the 3×6 rectangular grid below.
- Players take turns putting markers on one or two squares at a time.
- If two squares are covered, they must be fully connected on a side:



- No one can skip a turn.
- The person who fills in the last square (or the last two squares) wins.

More Ideas

- Play on a larger grid.
- Allow one, two, or three squares to be covered as long as they are fully connected on a side.
- Change the rules so that the loser is the one who covers the last square. (And **still** no skipping turns!)



Grade Level

TOOLS

Graph paper grid
(see pages 79-82)

Two kinds of markers
(beans, bottle caps, etc.)

A Nim game
for 2 players

