

ZIET MYSORE

***INTRODUCTION OF TRADITIONAL GAMES
OF INDIA IN***

CLASSROOM TEACHING

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Bibliography



A GAME OF CHESS-CHADURANG



1 The History of Chess:

CHESS IS A MINIATURE HISTORY OF MEDIEVAL TIMES. THE SIX DIFFERENT CHESS PIECES ON THE BOARD REPRESENT A CROSS SECTION OF MEDIEVAL LIFE WITH ITS MANY CEREMONIES, GRANDEUR AND WARS. CHESS WAS PLAYED MANY CENTURIES AGO IN CHINA, INDIA AND PERSIA, BUT THEORIES VARY ABOUT ITS SPECIFIC COUNTRY OF ORIGIN.

EUROPEANS GAVE CHESS PIECES THE NAMES WE KNOW TODAY, TO REFLECT THE WAY THEY LIVED. THE NAMES REPRESENT THE WAY IN WHICH BOTH ORDINARY PEOPLE AND PERSONS OF RANK LIVED THEIR LIVES.



2 The pawns :



THE PAWNS ON THE CHESSBOARD REPRESENT SERFS, OR LABORERS. THERE ARE MORE OF THEM THAN ANY OTHER PIECE ON THE BOARD, AND OFTEN THEY ARE SACRIFICED TO SAVE THE MORE VALUABLE PIECES. THEY WERE OFTEN LEFT UNPROTECTED WHILE WARS RAGED AROUND THEM. THEY WERE EVEN SACRIFICED TO ALLOW LANDOWNERS TO ESCAPE HARM.

3 The castle :



THE CASTLE PIECE ON A CHESSBOARD IS THE HOME, OR THE REFUGE, JUST AS IT WAS A HOME IN MEDIEVAL TIMES. IN CHESS, EACH SIDE HAS TWO CASTLES, OR ROOKS AS THEY ARE SOMETIMES CALLED.

4 The knight :



THE KNIGHT ON A CHESSBOARD REPRESENTS THE PROFESSIONAL SOLDIER OF MEDIEVAL TIMES, WHOSE JOB IT WAS TO PROTECT PERSONS OF RANK, AND THERE ARE TWO OF THEM PER EACH SIDE IN A GAME OF CHESS. KNIGHTS IN CHESS ARE MORE IMPORTANT THAN PAWNS. THEIR PURPOSE IN THE GAME OF CHESS IS TO PROTECT THE MORE IMPORTANT PIECES LIKE BISHOPS, KINGS, OR QUEENS, AND THEY CAN BE SACRIFICED TO SAVE THOSE PIECES JUST AS PAWNS CAN.

5 The bishop :



THE BISHOP IN THE GAME OF CHESS, WHO REPRESENTS THE CHURCH. IN THE GAME OF CHESS, THERE ARE TWO BISHOPS ON EACH SIDE. THE BISHOP WAS A MIGHTY POWERFUL PIECE IN THE CHESS BOARD.

6 The Queen :



THE QUEEN IS THE ONLY PIECE ON THE BOARD DURING A CHESS GAME THAT REPRESENTS A WOMAN, AND SHE IS THE MOST POWERFUL PIECE OF THE GAME. IN CHESS, THERE IS ONLY ONE QUEEN ON EACH SIDE.

7 The King :



THE KING IS THE TALLEST PIECE ON THE BOARD, AND IS AS WELL DEFENDED ON THE CHESSBOARD AS IN MEDIEVAL LIFE. THE KING IS THE MOST IMPORTANT, BUT NOT THE MOST POWERFUL PIECE IN CHESS. IF YOU DO NOT PROTECT YOUR KING, YOU LOSE THE GAME.

Step 1. How To Setup The Chessboard :

AT THE BEGINNING OF THE GAME THE CHESSBOARD IS LAID OUT SO THAT EACH PLAYER HAS THE WHITE (OR LIGHT) COLOUR SQUARE IN THE BOTTOM RIGHT-HAND SIDE. THE CHESS PIECES ARE THEN ARRANGED THE SAME WAY EACH TIME. THE SECOND ROW (OR RANK) IS FILLED WITH PAWNS. THE ROOKS GO IN THE CORNERS, THEN THE KNIGHTS NEXT TO THEM, FOLLOWED BY THE BISHOPS, AND FINALLY THE QUEEN, WHO ALWAYS GOES ON HER OWN MATCHING COLOUR (WHITE QUEEN ON WHITE, BLACK QUEEN ON BLACK), AND THE KING ON THE REMAINING SQUARE.

Setting up the Chess Board



Step 2. How The Chess Pieces Move ?:

EACH OF THE 6 DIFFERENT KINDS OF PIECES MOVES DIFFERENTLY. PIECES CANNOT MOVE THROUGH OTHER PIECES (THOUGH THE KNIGHT CAN JUMP OVER OTHER PIECES), AND CAN NEVER MOVE ONTO A SQUARE WITH ONE OF THEIR OWN PIECES. HOWEVER, THEY CAN BE MOVED TO TAKE THE PLACE OF AN OPPONENT'S PIECE WHICH IS THEN CAPTURED. PIECES ARE GENERALLY MOVED INTO POSITIONS WHERE THEY CAN CAPTURE OTHER PIECES (BY LANDING ON THEIR SQUARE AND THEN REPLACING THEM), DEFEND THEIR OWN PIECES IN CASE OF CAPTURE, OR CONTROL IMPORTANT SQUARES IN THE GAME.

Instructions :

USE YOUR MOUSE TO MOVE YOUR CHESS PIECES ACROSS THE BOARD. YOUR OBJECTIVE IN CHESS IS TO GET A CHECKMATE. TO LAND A CHECKMATE, YOU'LL NEED TO GET YOUR OPPONENT'S KING INTO A POSITION WHERE IT CAN BE CAPTURED, AND CANNOT BE FREED BY THE OPPONENT'S NEXT MOVE.

EACH PIECE ON THE BOARD MOVES DIFFERENTLY. WHEN YOUR PIECE MOVES INTO A SQUARE THAT IS CURRENTLY OCCUPIED BY AN OPPONENT'S PIECE, YOU WILL CAPTURE THAT PIECE. HERE IS HOW EACH PIECE MOVES:

1. PAWNS CAN ONLY MOVE FORWARD ONE SQUARE AT A TIME, EXCEPT ON THE FIRST TURN WHEN THEY CAN MOVE AHEAD TWO. HOWEVER, THEY CANNOT MOVE FORWARD INTO A SQUARE THAT IS OCCUPIED BY ANOTHER PIECE. INSTEAD, THEY CAPTURE BY MOVING DIAGONALLY FORWARD ONE TILE.
2. ROOKS CAN MOVE ANY AMOUNT OF SQUARES, BUT ONLY FORWARD, BACKWARDS OR SIDEWAYS.
3. BISHOPS CAN ALSO MOVE ANY AMOUNT OF SQUARES, BUT ONLY DIAGONALLY. NOTE: A BISHOP WILL REMAIN ON SQUARES OF THE SAME COLOR IT STARTED ON.
4. KNIGHTS MOVE IN AN "L" SHAPE: TWO SQUARES IN ONE DIRECTION THEN ANOTHER AT A 90 DEGREE ANGLE. KNIGHTS ARE THE ONLY PIECES THAT CAN MOVE OVER OTHER ONES ON THE BOARD.
5. THE KING IS THE MOST IMPORTANT PIECE, BUT IS ONE OF THE WEAKEST. THE KING CAN ONLY MOVE ONE SQUARE IN ANY DIRECTION - UP, DOWN, TO THE SIDES, AND DIAGONALLY. THE KING MAY NEVER MOVE HIMSELF INTO CHECK (WHERE HE COULD BE CAPTURED). WHEN THE KING IS ATTACKED BY ANOTHER PIECE, YOU WON'T BE ABLE TO MOVE YOUR KING INTO A POSITION THIS IS CALLED "CHECK". WHERE IT'LL BE IN CHECK.
6. THE QUEEN CAN MOVE IN ANY DIRECTION AND MOVE AS MANY SQUARES AS POSSIBLE - AS LONG AS IT DOESN'T MOVE THROUGH ANY OF ITS OWN PIECES.

What do you learn from playing Chess? :

- CHESS IS ONE OF THE BEST GAMES FOR DEVELOPING LOGICAL AND CRITICAL THINKING, STRATEGIC PLANNING AND DECISION-MAKING SKILLS. YOU'VE GOT TO GET THOSE MENTAL MUSCLES MOVING IF YOU WANT TO BEST YOUR OPPONENT!
- PLAYING CHESS CONSISTENTLY WILL HELP PLAYERS LEARN TO PRIORITIZE CERTAIN INFORMATION AND KEEP TRACK OF MANY MOVING PIECES.
- ALL OF THIS TOGETHER MEANS PLAYERS DEVELOP THE ABILITY TO ANALYZE LOTS OF INFORMATION AND THEN COME UP WITH THE BEST DECISIONS.
- WHILE THIS IS A LEARNING PROCESS, PLAYING CHESS OFTEN CAN HELP PLAYERS REINFORCE THESE SKILLS FASTER AND THEN APPLY THEM TO EVERYDAY LIFE.

APPLICATION OF CHESS IN TEACHING MATHEMATICS IN CLASS ROOM :

1. USING CHESS BOARD, WE CAN TEACH CONCEPT OF AREA FOR CLASS IV-V.
VARIETY OF QUESTIONS CAN BE ASKED LIKE
 - WHAT IS THE AREA OF ONE SMALL SQUARE ?
 - WHAT IS THE AREA OF WHOLE CHESS BOARD ?
 - WHAT IS THE AREA OF ALL WHITE SQUARES TOGETHER ?
 - WHAT IS THE AREA OF ALL BLACK SQUARES TOGETHER ?
2. USING CHESS BOARD, WE CAN TEACH CONCEPT OF PERIMETER FOR CLASSES IV-V.
VARIETY OF QUESTIONS CAN BE ASKED LIKE
 - WHAT IS THE LENGTH OF ONE SIDE OF A SMALL SQUARE ?
 - WHAT IS THE LENGTH OF ONE SIDE OF A CHESS BOARD ?
 - WHAT IS THE BOUNDARY LENGTH OF A CHESS BOARD ?
3. A chess board can be used to teach skip counting in 2's, 3's, 4's, 10's etc
4. A chess board can be used to teach to teach missing numbers in a sequence .
5. Using chess board, we can build Number puzzles for classes III-V.

APPLICATION OF CHESS IN TEACHING LANGUAGES (HINDI & ENGLISH) IN CLASS ROOM :

1. USING CHESS BOARD, WE CAN BUILD CROSS WORD PUZZLES FOR CLASSES IV-V.
2. USING CHESS BOARD, MISSING LETTERS IN A WORD TO DEVELOP VOCABULARY.
3. USING CHESS BOARD, WE CAN ADMINISTER WORD BUILDING EXERCISES.



INDIGENOUS GAME - GILLI DANDA

1 HISTORY

This Game, remarkably similar to cricket, is believed to be more than a thousand years old dating back to the Mauryan Dynasty.

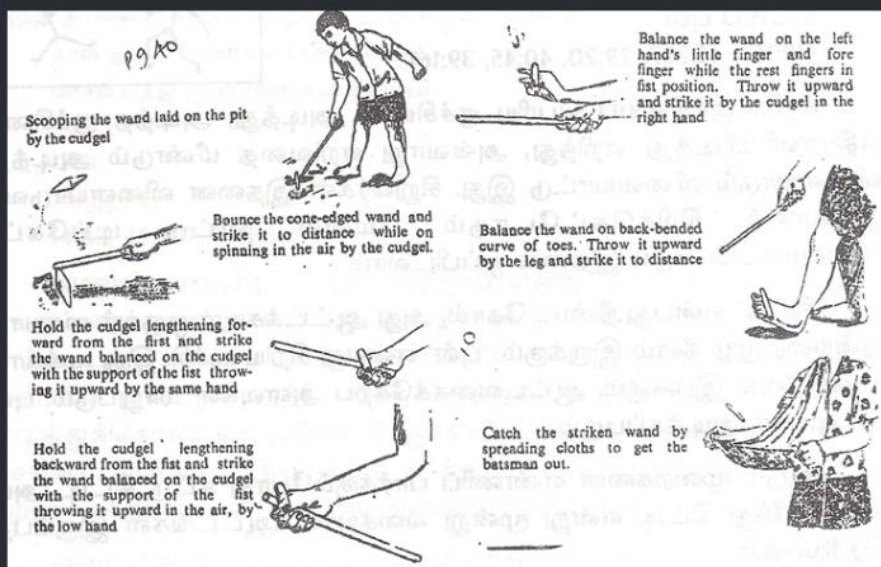


2 HOW TO PLAY THE GAME ?

- The game is played using a short wooden peg (3 to 6 inches long) with tapered ends, called the gilli, and a wooden stick (2 to 3 feet long), called the danda.
- The players are divided into two teams with no restriction on their number in a team.
- A team can opt either to bat or field by winning the toss.
- A small circle is drawn on the ground and a little crater is made in its center.
- The batsman from the batting side stands inside the circle, while the players of the fielding side spread around him in various positions.

3 HOW TO PLAY?

- The batsman places the gilli just above the crater in the circle, hits it hard with the danda, and as it rises up, strikes it again.
- The spot where the gilli falls is marked, and its distance from the circle is measured using the danda. The batsman gets one point for each danda length.
- The batsman is out if he fails to strike the gilli in three consecutive attempts or if the gilli is caught by a fielder.
- In such a case, the next batsman comes in to bat. This is repeated until all the players in the batting team have batted.
- The total points of batsmen are added up to get the team's total score.
- The team batting next will try and chase this target to win the match.



4 BENEFITS :

1. Improves Hand-eye coordination.
2. Sharpens judgment skills.
3. Improves language skills like listening & speaking.
4. Mathematical Skills
5. Class 5- Maths Lesson-17 Across the wall.
6. Class 4-Hindi पाठ -3 किरमिच की गेंद



ASHTA CHEMMA – THE GAME OF CHOWKA BHARA



PLAYERS-2 - 4



AGE-6+



TIME-15-60 MINS

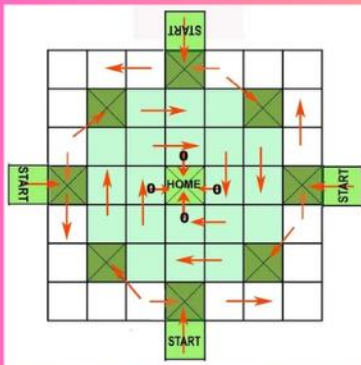
01 HISTORY

1. The game of Chowka Bhara is one of the oldest board games still being played in certain parts of India. There are references of this game in some ancient Indian epics like the Mahabharata.
2. This game has been traditionally played on a silk cloth-lined board and with 4 cowry shells used in the place of dice.



02 HOW TO SET-UP THE GAME

1. Ashta Chamma is played on a 7-by-7 grid with an additional square on each edge, and a yellow square in the middle.
2. Ashta Chamma requires one die.
3. Each player selects 4 BEADs the colour of their choice. BEADs start off the board.
4. Players decide who begins the game by rolling a die.
5. Play always occurs in a clockwise direction.



03 HOW TO PLAY :

1. Players must roll a 1 to move their BEAD onto their first square, the square off the grid on the side closest to the player. Rolls made before the first BEAD is placed on this square are forfeited.
2. Players continue to roll the die, noting every throw until either 2 or a 3 are rolled. This throw does not count and ends the throws.
3. Players can move any BEAD on the board. Each die roll must be used completely, but every throw in a turn can be used on a different BEAD. If more than one roll is used on the same BEAD, only the final stopping point counts.
4. BEADs move around the outside 28 squares of the track in a clockwise direction until the BEAD has completed a full circuit. The BEAD then moves inwards and must complete a 20-square circuit before finally moving onto the final 12-square inner track.
5. Once the inner track has been completed and the BEAD is in line with their starting point the BEAD can move onto the final square in the middle of the board and is then removed from play.
6. Players require an exact roll to land on the middle of the board.
7. A player can have more than 1 BEAD on the same square.
8. If a player lands on a square with an opponent's BEAD, the opponent's BEAD is cut from the board and the player must roll a 1 to start the BEAD again.
9. When a player cuts one of their opponent's BEADs, their turn starts again with rolling of the die.
10. 8 squares are marked with an X, these are safe and a BEAD on these squares cannot be cut. These squares can be shared by multiple players simultaneously.

04 HOW TO WIN :



To win the game, a player must be the first to move all their BEADs around the board.

05 EDUCATIONAL BENEFITS :



1. The game teaches us the first & most critical lesson - the need to take a decisive action. The player has to kill one game piece of the opponent in order to advance to the inner band.
2. Decisiveness is the ability to make decisions or take action without losing time.

INDIGENOUS GAMES - CHAUPAD

MANAGING CHOICE AND CHANCE FOR SUCCESS

1



The game is played on a board shaped like a symmetrical cross with eight squares arranged in rows of three along each of the four arms. It is a two-to-four-player game with four game pieces assigned to each.

2 HOW TO PLAY?

A player starts on his side of the board and his game pieces travel up and down the arms moving along the board in a clockwise direction till they return to the home side. Then the game pieces travel along the middle line of the arm to reach the safety of the large central square.



“LIFE IS A FINE BALANCE BETWEEN CHOICE AND CHANCE”
WE CALL THIS AS CHAUSAR ALSO.

3 HOW TO PLAY CHAUSAR?



Chausar is a traditional Indian board game that is played by two to four players. The game is played on a board with a cross shape and each player has four pieces that start on the corners of the board.

4 SETTING UP THE GAME :

1. Each player chooses a colour and takes the corresponding pieces. The board is placed on a flat surface and the pieces are placed on the corners of the board.

2. Objective: The objective of the game is to move all of your pieces from the starting corner to the opposite corner of the board. The first player to move all of their pieces to the opposite corner wins the game.

3. Movement: Players take turns moving one piece at a time. Pieces can only move to adjacent spots and spots on the board. Pieces can move in any direction, but cannot move diagonally.

4. Capturing: If a player lands on a spot where their opponents place is, they can capture that piece and remove it from the board. The captured piece can be placed back in the starting corner, and must be moved back to the opposite corner before the player can win the game.

5. Winning: The first player to move all of their pieces to the opposite corner of the board wins the game.

6. Variations: Chausar can be played with different rules, such as allowing pieces to move diagonally or allowing players to move multiple pieces at a time.

Benefits of Chaupad/ Chausar Game :



Improved powers of concentration, Creativity, Memory languages & Teamwork. Increased communication- Effective Communication. कक्षा - 5, हिंदी ,पाठ 4 - नन्हा फ़नकार Building social negotiation that are required of playing games together. Class 5 ,English, Chapter 4-Teamwork. Increase socialisation- कक्षा - पाँचवीं, पाठ- एक माँ की बेबसी Reading and understanding procedural directions. (Ask students to read directions how to play the game). Experiencing joy inherently involved in play.

Developing critical thinking skills(depending on the game but that is a criteria in my game selection) - Class 5, Maths , Lesson 11- Area and the boundary.

INDIGENOUS GAME - PALLANGUZZHI



History :

This Game is believed to have originated during the rule of the Chola dynasty in South India. It is also referred to as Channe Mane in Karnataka. This two-player strategic game involves counting pieces (stones, seeds, or beans) and placing them into holes/cups on a board or pits in the earth. The pallanguzzi board consists of 7 holes/cups in 2 rows. In both rows, the cup at the center is called Kasi.



The objective of the game is to capture as many pieces.

How it is played ?

- From their collection of pieces, the players fill each cup with 12 shells except the Kasi, which is left empty.
- The player who starts the game picks all the shells from a cup on his side of the board.
- He then drops 1 shell in each cup, moving in a clockwise fashion.



- Once he has finished dropping the last shell, he picks the shells from the next cup and repeats the above-mentioned process. If the last shell falls in the Kasi, then the shells in the cup next to the Kasi are earned by the player.
- The player then continues to play by picking up the shells from the next cup.
- If the last shell falls in a cup with only 2 shells, the player's turn is over, and the next player begins his turn.
- Once a round is over, the players take shells from their collection and fill the cups with 12 shells and begin again.

Educational Benefits :

It helps children learn to count.
Boosts memory and observation ability.
Improves hand-eye coordination.
Class 1 Maths Chapter-5 Numbers 10 to 20.
कक्षा 4 हिंदी पाठ-8 दान का हिसाब



Bambaram Indian Traditional Game



HISTORY :

Bambaram (The Spinning Top) is yet another traditional game played mainly in India and Bangladesh . In India ,this traditional game is played in Tamilnadu and Karnataka also known as Lattu in Urdu. Spinning Tops are used for fun experience in this game. This game is more common among Boys. This game is coming back with safer components and rules.

WHAT IS BAMBARAM CALLED IN OTHER LANGUAGES ?

Pambaram (Tamil: பம்பரம், Malayalam: പമ്പരം), also called the Buguri (Kannada: ಬುಗುರಿ), Lattu (Urdu: لٹو), Bongaram (Telugu: బొంగరం), and Latim (Bengali: লাটিম) is a traditional throwing top used

COMPONENTS OF BAMBARAM :

- **Wooden Top** (Coloring is optional – to make it interesting and attractive)
- **Nail Tip** :Pointed Nail for getting the center.
- **String** : The string is wrapped around the crown of the top allowing the player to spin the top as it is thrown to get the starting spin (also used for lifting the spinning top)



HOW TO PLAY THE GAME :

- The game begins with all players holding their wound top.
- The players throw their tops at the same time – this is the “toss” for the game. The “toss” is decided by the top spun and picked up quickest.
- The throw is triggered by a simple countdown – at the count of 1, 2, 3 all the players wind their pambarams, unwind it on the ground to rotate and then pick it up with the rope as quickly as possible.
- The primary skill is to use the shortest rope length usage and still make the bambaram spin on the ground allowing you to catch it back with the rope.

CONDITIONS FOR LOSING THE TOSS :

- If the Bambaram failed to rotate on its nail on the ground –it is called ‘Mattai’, you lose the toss.
- If you fail to catch the Bambaram through the rope then you lose the toss.
- The last person to finish the ‘Toss’ lose as well.
- The player who losses the Toss will keep their bambarams inside the circle drawn on the ground. The rest of the members will have a go at the bambarams inside the circle. The people who managed to finish the toss successfully try to spin their bambaram over the bambarams in the circle trying to break them and/or trying to getting them out of the circle. Each time the spinning bambaram has to be picked up successfully to continue.

LESSONS FROM THE BAMBARAM :

- The basic aim of the game is to pitch and hold the bambaram in its rotating state as long as possible. Pitching is the symbol of understanding and acting with a purpose.
- Whipping the Bambaram that produces a sustained high velocity rotation is symbolic of calm thinking and staying power against external challenges.
- The game reflects the challenges we face in our everyday life.
- Skills , by themselves, are not enough. Not every well-trained person necessarily succeeds.
- The purpose of our action needs to be understood.
- Yatna is effort and Prayatna is well-directed effort.
- The totality of the these skills and attitudes can be summed up as the power of precision and perfection of delivery.
- A person who focuses on his central purpose and is able to work himself to high velocity of action is one who is balanced.
- He is not only an achiever but also remains calm against external disturbing forces, just like the Bambaram in its apparently motionless state.



INDIGENOUS GAME

PARAMPADAM (SNAKE & LADDER)



STUDENTS WHO PLAY SUCH INDIGENOUS GAMES ARE BETTER COLLABORATORS AND ARE BETTER AT INTERACTING WITH PEOPLE. THIS IS BECAUSE THEY LEARN THESE SKILLS IN THE VARIOUS GAMES THAT THEY PLAY.



CHILDREN WHO PLAY SUCH GAMES HAVE STATED THAT THEY HAVE LESS STRESS. THIS IS BECAUSE THESE GAMES ARE A FORM OF DISTRACTION AND IS GOOD STRESS RELIEVER.



STUDENTS WHO PLAY SUCH GAMES ARE BETTER AT DECISION MAKING AND HAVE SHOWN TO BE MORE CULTURALLY AWARE. THIS IS BECAUSE THEY ARE EXPOSED TO DIFFERENT SITUATIONS.



HOW DO YOU PLAY SNAKE AND LADDER GAME ?
PLAYERS ROLL A DIE AND NAVIGATE THE BOARD. LANDING ON A LADDER ADVANCES A PLAYER TO A SQUARE FURTHER UP THE BOARD, WHILE LANDING ON A SNAKE MEANS THEY HAVE TO GO BACK TO A PREVIOUS SQUARE. THE AIM OF THE GAME IS TO REACH THE FINAL SQUARE. THE GAME IS A RACE THAT'S BASED ON SHEER LUCK, AND IS POPULAR WITH CHILDREN.



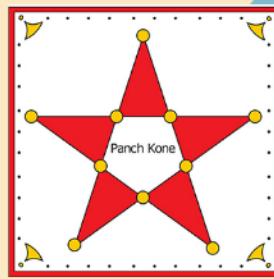
WHAT ARE THE EDUCATIONAL BENEFITS OF SNAKE AND LADDER GAME?
THE RESULT IS THAT THIS SNAKE AND LADDER GAME IS QUITE EFFECTIVE FOR CHILDREN'S SOCIAL AND EMOTIONAL DEVELOPMENT BECAUSE THE SNAKE AND LADDER CONTAIN THE VALUE OF UNITY AND INTEGRITY, PLAYING OUTDOORS, AND PLAYING IN GROUPS. THESE GAMES CAN STIMULATE CHILDREN TO COOPERATE, RESPECT EACH OTHER, AND TOLERATE THEM.



WHAT ARE THE OTHER EDUCATIONAL BENEFITS OF SNAKE AND LADDER GAME?
SNAKE AND LADDER GAME ALLOWS STUDENTS TO UNDERSTAND THE CONCEPT OF MATHEMATICS EASILY. IN ADDITION, STUDENTS CAN BE EXPOSED TO THE OPERATIONS OF ADDITION AND SUBTRACTION INDIRECTLY AND IT IS ALSO A SUITABLE ACTIVITY FOR LEISURE TIME. CLASS 4 MATHS. LESSON-11 TABLES AND SHARES, CLASS 5 MATHS LESSON-3 HOW MANY SQUARES

PANCH KONE

THE FIVE-POINTED STAR



HISTORY : The name **Panch Kone** refers to the five points of a star (Panch meaning five and Kone meaning corners). This is a popular game across the country and examples of this game board can be seen carved in old temples and monuments. This is a strategy game that is loads of fun.

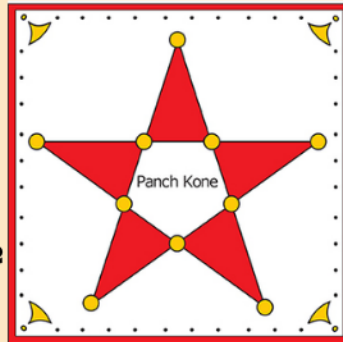
PANCH KONE – THE FIVE-POINTED STAR



- **Panch Kone (Game of Stars) is a single-player game that can be played on the Panch Kone game board. It is designed so that it can be carried around easily.**
- **It is suitable for children over five and adults.**
- **Players will develop Strategic thinking, planning, anticipating the opponent's moves, concentration, and analytical skills while playing.**

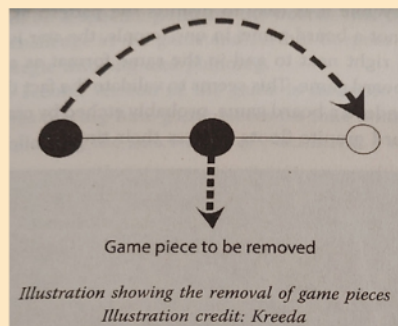
DESCRIPTION OF PANCH KONE

- **Panch Kone is made up of 10 points (the five points of the star and the five vertices of the inner pentagon) and 15 line segments. This forms the Gameboard on which we play.**
- **Nine game pieces are placed on nine of the 10 points on the board. One point is left empty.**



HOW TO PLAY THE GAME 'PANCH KONE' IN THE FIRST VERSION ?

THE FOCUS OF THE GAME IS ON REMOVING ONE GAME PIECE AT A TIME BY JUMPING OVER IT TO AN EMPTY SPACE ON THE SAME STRAIGHT LINE UNTIL THERE IS ONLY ONE GAME PIECE ON THE BOARD.



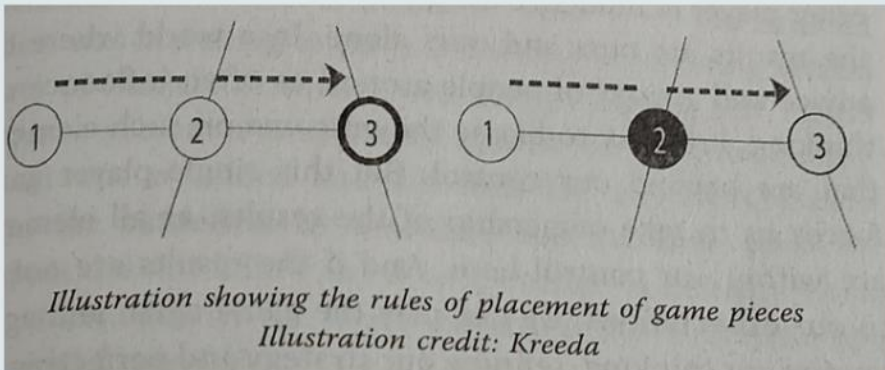
*Illustration showing the removal of game pieces
Illustration credit: Kreedaa*

Source : Just Play

- **WITH NINE GAME PIECES, PLAY SEEMS FAIRLY EASY AT FIRST, BUT AN INTERESTING TWIST COMES WHILE ENSURING THAT ONE SPECIFIC GAME PIECE, MARKED IN SOME DISTINCT MANNER, REMAINS AT THE END, ON A SPECIFIC POINT ON THE BOARD. THIS TWIST ADDS TO THE CHALLENGE IN THE GAME AND FURTHER DEEPENS THE NEED FOR STRATEGIC THINKING AND PLANNING.**

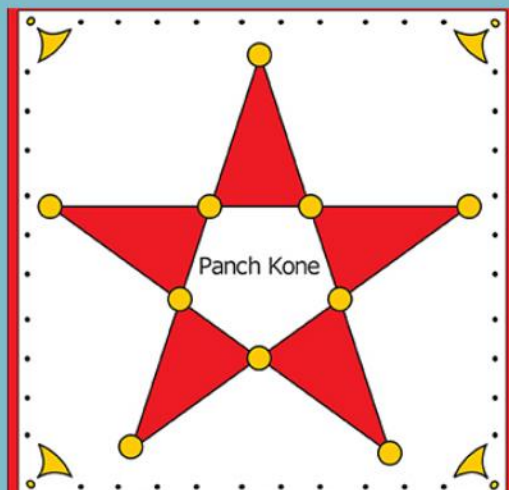
JUST PLAY!

HOW TO PLAY THE GAME 'PANCH KONE' IN THE SECOND VERSION ?



Source : Just Play

1. You count three points on the board in a straight line and place your game piece on the third point.
2. Your starting point must be empty.
3. You must place nine game pieces on nine points on the board following the strict rules of placement.



LESSONS FROM PANCH KONE :

1. This being a solo game offers a chance for the child to enjoy playing alone in a vacuum, with no other player to influence the game and the the child takes the ownership of the decisions, the moves, the results and stays engaged.
2. The child continuously challenges his mind and gradually improves till he reaches perfection and reinvent himself.
3. Personal growth and Perseverance are critical in the journey of all human achievements.

JUST PLAY!

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