



# Games that Foster Thinking ★

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Two Players

Materials

10 items

Object

Don't take them all!

## 1. Don't Take Them All

1. First player takes 1, 2, or 3 items.
2. The players alternate, taking 1, 2, or 3 items until the player has to take the last one.
3. The player that takes the last one loses that round.



Does player 1 always win? Player 2?

Is there a winning strategy?

What happens if you have 11 items?

How does this change your strategy?

1 2  
4 5