

# The Coyote And The Hares

## Focus:

- Logical Reasoning

## Prerequisites:

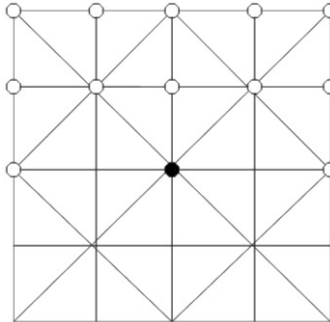
- None

## Materials:

- A partner, 12 "hare" markers and 1 "coyote" marker, The Coyote And The Hares game board (on the following page)

## How To Play:

1. Arrange the markers as seen in the picture below. One partner is the 12 "hares" and the other player is the single "coyote."



2. Take turns. Both the coyote and the hares can move one circle at a time, along a line, in any direction, as long as there is an empty circle adjacent.
3. The coyote can capture a hare by jumping over it (along a line to the next circle which must be empty). Multiple jumps during a turn are allowed. Captured hares are removed from the board.
4. A coyote must jump a hare if possible.
5. A hare cannot jump over a coyote, but can win if the hares corner the coyote so that he cannot move.
6. The coyote wins if he captures enough hares so that they cannot corner him.

## Follow-up:

- As you play, perhaps after several games, discuss with your student how many hares is "enough hares so that they cannot corner him?" In other words, what is the minimum number of hares needed for the hares to win? Discuss other observed patterns and thoughts as the game proceeds, such as the coyote having to wait and rely on the hares to make an offensive move in order to make a capture. Who has the advantage in this game? Why? Is there a way for the hares to always win? Or will the coyote win every game?



### The Coyote And The Hares Game Board

