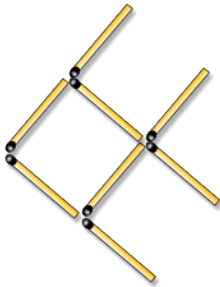


Resource E – Matchstick Games for use with Module E

Using this resource sheet, play some games with matchsticks.

Swimming Fish...

Move three matches to make the fish swim in the opposite direction.

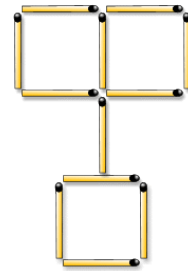


Set Up (8 matches)



Three Squares into Five...

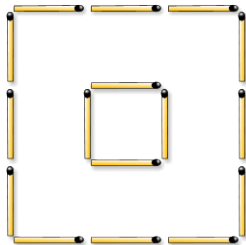
Move six matches so that five squares are made.



Set Up (12 matches)

Two Squares to Three...

Move four matches to make three squares.

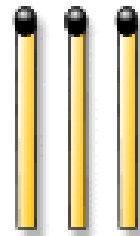


Set Up (16 matches)

Three into Six...

This one is for the older sections only – no clues allowed.

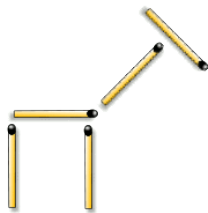
Make three matches into six (no breaking of the sticks).



Set Up (3 matches)

Turning the Donkey....

Move one matchstick to turn the direction of the donkey.

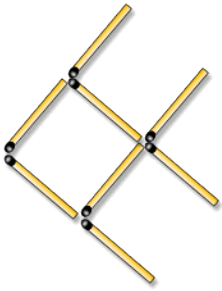


Set Up (5 matches)

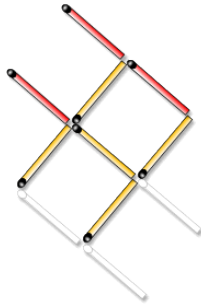
(ANSWER SHEET)

Swimming Fish...

Move three matches to make the fish swim in the opposite direction.



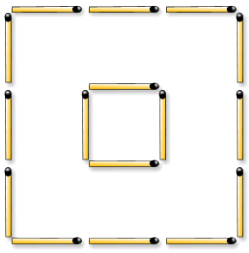
Set Up (8 matches)



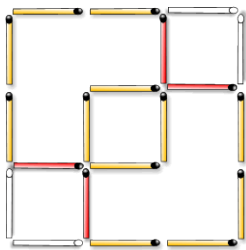
Solution

Two Squares to Three...

Move four matches to make three squares.



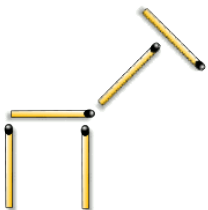
Set Up (16 matches)



Solution

Turning the Donkey...

Move one matchstick to turn the direction of the donkey.



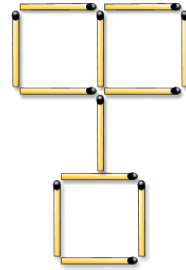
Set Up (5 matches)



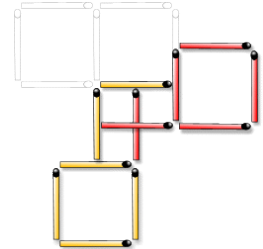
Solution

Three Squares into Five...

Move six matches so that five squares are made.



Set Up (12 matches)

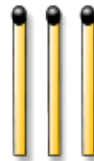


Solution

Three into Six...

This one is for the older sections only – no clues allowed.

Make three matches into six (no breaking of the sticks).



Set Up (3 matches)



Solution

