



NATIVE AMERICAN

• HERITAGE MONTH •

Native American Games: Picaria

Picaria is a two-player strategy game adopted by the Zuni Native American Indians and the Pueblo Indians of the American Southwest. It is similar to tic-tac-toe.

The goal of the game is to get your tokens in a straight line. You can connect them in a straight line horizontally, diagonally, or vertically. This game was typically played using a stone board with etched lines. Pebbles or grains of corn were typically used as the tokens.

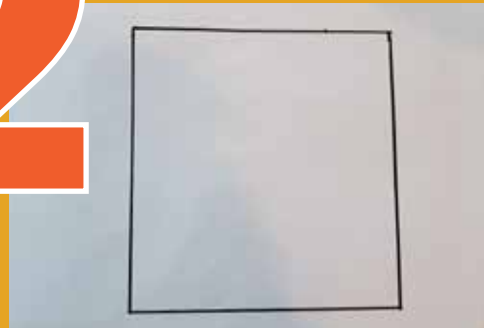
1



Gather materials:

- Construction Paper (2 sheets, different colors)
- White Paper
- Ruler
- Quarter
- Scissors
- Markers

2

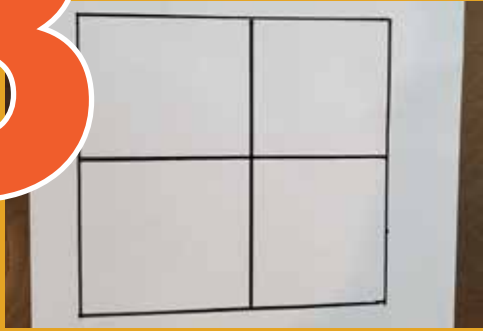


Using a ruler, measure out a square on your paper. It should be a bit smaller than the size of your paper.

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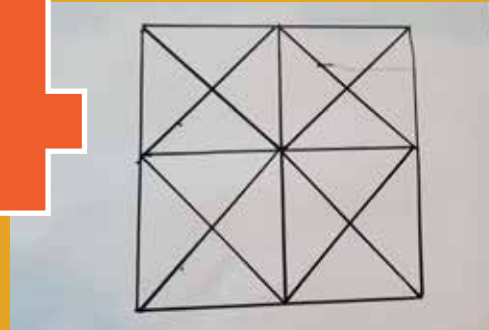


3



Draw a horizontal line and a vertical line down the middle of your square creating an intersection. This will separate your square into four smaller squares.

4



Draw two lines in each small square creating an X. Now each square should have four triangles.

5



Using a quarter, trace out three circles on one sheet of construction paper. Repeat the step on the other sheet.

6



Cut out the shapes that you traced. This will give you three "tokens" of each color, one for each player.

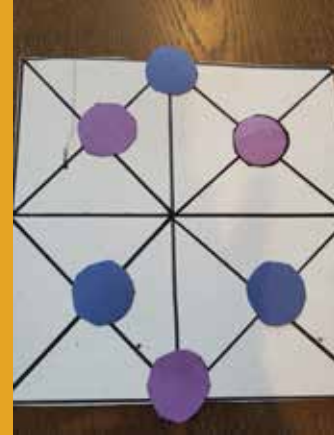


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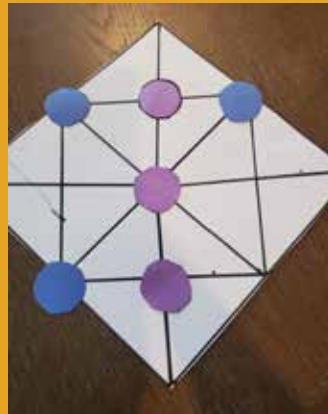
Now you can finally play! Taking turns, have each player place one token on any intersection except for the center.

8



Taking alternating turns, place the rest of your two tokens on an intersection. Again, do not place your token on the center intersection.

9



Taking alternating turns, move your token from one space to another intersection. This time, you are able to move to the center intersection. Keep moving your tokens until you have 3 in a row.