

Zahlenwippe

Preperation:

The game board and the stack chips are set up. One of the two playing cards with five points is placed face up. The other playing cards are shuffled and placed face down in a row next to the already face-up playing card. The older player places a starting stack chip on any number on the game board.

Gameplay:

The younger player follows. A turn consists of two parts. During each turn, two stack chips are placed. The first stack chip must always be placed on the side of the game board where no stack chip has been placed yet (or, as the game progresses, where there is one fewer chip).

If the player has to place their chip on the side of the game board with numbers from one to five, they draw one of the face-down cards. If the player has to place their chip on the side of the game board with numbers from six to ten, they use the already face-up playing card with the five and draw an additional face-down card.

Ending:

The game ends normally when all the numbers are occupied. In this case, there is no winner. The game ends prematurely if, by drawing the playing cards, a number would have to be occupied that is already occupied, or if after placing the first stack chip, the number of chips on the two halves of the game board is not balanced. In this case, the player who is not currently taking their turn wins.

Educational background:

The pedagogical and didactic purpose of bundling in fives is to facilitate the understanding of numerical concepts and arithmetic operations. This method helps children develop a strong sense of number patterns and place value, which are foundational for more advanced mathematical skills. By grouping items in fives, students can more easily visualize and grasp the concepts of counting, addition, and multiplication. Additionally, this technique supports the development of mental math strategies, as children learn to quickly recognize and work with groups of five, enhancing their overall numerical fluency and problem-solving abilities.