SPROUTS

We want to observe and study how this funny maths game works.

THE RULES

1. Start with 3 dots.
2. Connect two dots — or a dot to itself.
3. Add a new dot on the new line.
4. Lines cannot cross.
5. A dot can have a maximum of 3 lines.
6. The last player to play wins.

1 PLAY

Play several games with 2 or 3 dots. Keep your games as experimental data

2 OBSERVE

Count the number of moves.

3 INVESTIGATE

What do you notice?

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Does the game always end?

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How many moves can a game have?

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Can you find a way to win?

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4 EXPERIMENT

Try with 2 dots. Try with 4 dots. Or even with 5 dots.

What changes?

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