

## Reflection Sheet: Onitama

Your Name: \_\_\_\_\_ Team Member: \_\_\_\_\_

### 1) Investigating a Move in Your Game.



**STOP** when each team has captured at least one pawn.

a) **Draw** out all the pawns on the board picture.  
Use the red/blue crayons.

b) **Write** the card names in the boxes.

c) **Circle** which team's turn it is: Blue Red

d) After your group decides what the next move should be, **show** on the board picture:

- Write the card name to use: \_\_\_\_\_
- Draw a box around the pawn to move.
- Put a checkmark ✓ on **ALL** possible places to move.
- Put a star ★ on the square that's the **BEST** move.

Explain how your group decided on the next move and defend the choice.

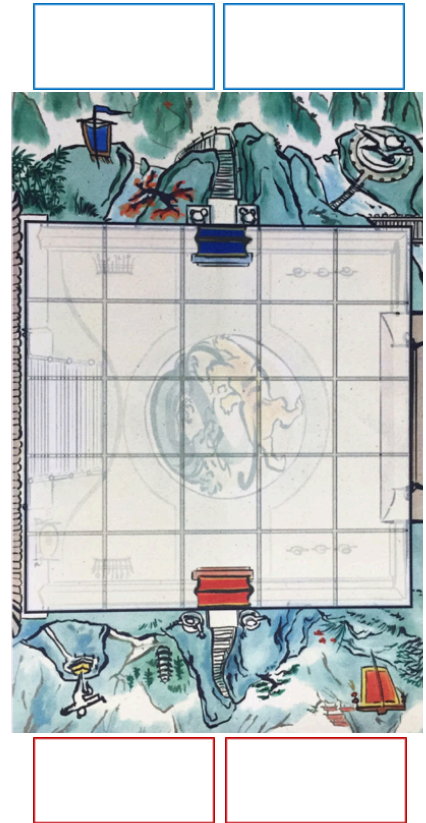
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### 2) Tactalizing Pawns to Make Good, Legal Moves.

Tell us about a time today when you moved the pawns around to check out what move would be best. How did checking out where to move help you make a good, legal move?

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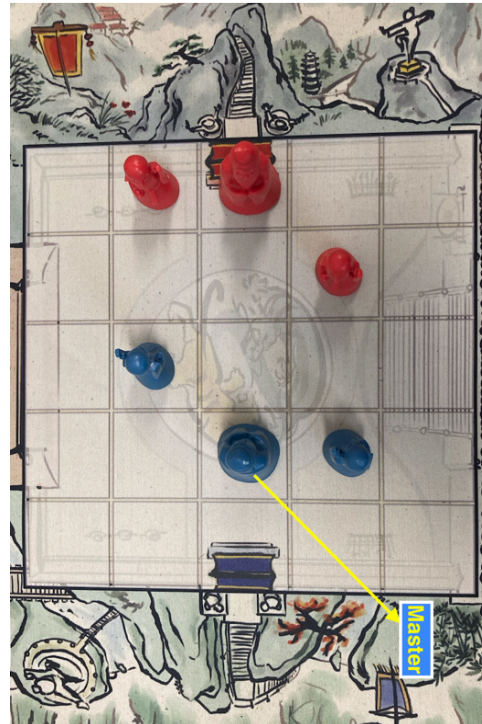


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### 3) Investigating Legal Moves.

You are playing **BLUE** and it's your turn.

- a) Colour in **ALL** the possible places you can move the **Blue Master**, using both cards.



- b) Put a star ★ on the square you think is the best move. Why is it a good move?

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Bonus: Explain why you didn't make the other moves!