Baghchal Lesson Plan

A 45 minute lesson for children aged about 8 and older. From Baghchal Online (baghchalonline.com).

Goals

• Students learn the rules of a traditional game from Nepal.

• Students practice looking ahead and giving a reason for a move.

• Students see the same game from two sides.

What you need

• A printed board for each pair (free printable at baghchalonline.com/blog/make-a-baghchal-board/).

• 4 tiger pieces and 20 goat pieces for each pair. Coins, stones or paper circles work.

• A board or screen to show the rules.

Plan

Time	What to do
5 min	Show the board. Ask: which side do you think is stronger, the tigers or the goats?
5 min	Teach the rules (see the rules page).
20 min	Pairs play on paper boards. Halfway through, they swap sides.
10 min	Class talk. Use the questions on the next page.
5 min	Wrap up. Each pair tells the class one thing they learned.

Rules in short

• There are 2 players. One plays 4 tigers. The other plays 20 goats.

• The board has 25 points joined by lines. The tigers start on the four corners.

• Goats move first. Each turn, the goat player puts one goat on any empty point. Goats cannot move until all 20 are placed.

• Each turn, the tiger player moves one tiger one step along a line, or jumps over a goat to an empty point behind it. The goat is removed.

• After all 20 goats are placed, the goats move one step at a time.

• The tigers win when they capture 5 goats. The goats win when no tiger can move.

Questions for class talk

1. Where is a goat safe? Where is it not?

2. Why do tigers want to leave the corners?

3. What does a good goat player do before placing a goat?

4. Is it ever right to let a tiger capture a goat?

5. If you play the other side, what do you do differently?

6. How is this game like a team game?

Activity: the human board game

• Draw a large 5 by 5 board on the floor with chalk, or lay out ropes. Each crossing is a point.

• Choose 4 children to be tigers and 20 to be goats. The rest are the two players, who call out the moves.

• The goat player says where each new goat stands. The tiger player says where a tiger steps.

• The children move as told. When a goat is captured, that child steps out of the board.

Extension ideas

• Ask students to write down a rule that helped them win.

• Ask students to teach the game to someone at home.

• Try the puzzles at baghchalonline.com/blog/baghchal-puzzles/.

Free to print and share in classrooms. Baghchal Online, baghchalonline.com