

# The Six Pennies

Grades 3-4

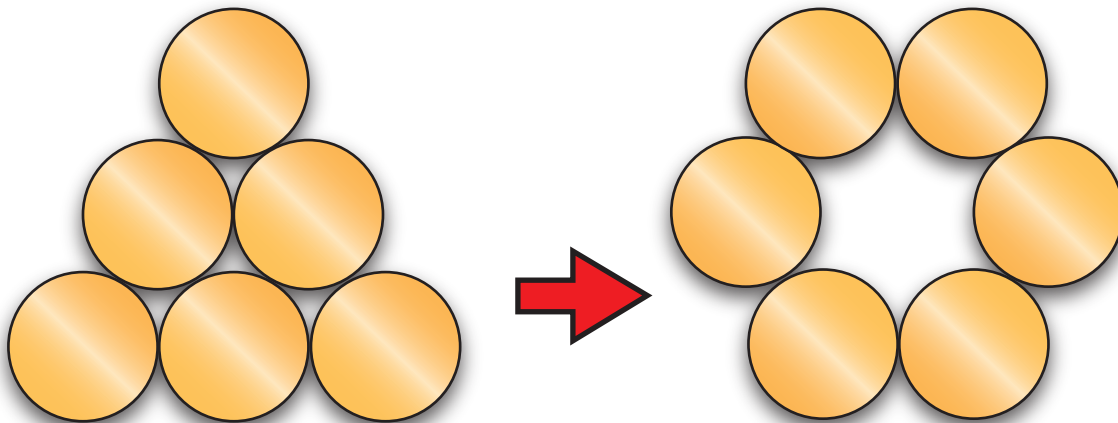
## Summary

This is a classic Aha! Insight puzzle where players think with your fingers and your brains together. Your natural tendency will be to drift to the easy move that doesn't work, you must keep yourself open to new possibilities and keep testing and stretching yourself to be successful.

## Equipment Needed

- Puzzle Play Mat
- 6 pennies or disks
- A sign that explains how to play and that shows start and finish positions. Show, in an illustration with written explanation, how the penny must end each move by touching two other pennies.
- Add your own artwork and story line to make the puzzle your own.

## HOW TO PLAY



## Puzzle Set Up

Set down the Puzzle Play Mat and place the six penny tokens into Start Position as shown in the illustration

## Your Objective

Change the outline shape of the six pennies from a triangle to a circle.

For each move you slide one disk from its start to a new position, the moved disk must end up touching two other disks

When you move one disk, you may not disturb another disk.

You may take as many moves as you like. The puzzle can be solved in five moves minimum.

## Solution

If you need the solution – and we recommend you work really hard to figure this out yourself! – please have your team captain visit our website at [www.ThinkFun.com/FamilyPlayPrograms/Brainsteasers](http://www.ThinkFun.com/FamilyPlayPrograms/Brainsteasers)