

AIMS math & science sandbox

Game One:

Use quarters, nickels, dimes and pennies. Place four quarters in the upper left squares, four nickels in the lower left squares, four dimes in the upper right squares, and four pennies in the lower right squares. The object is to have the quarters and nickels trade places and the dimes and pennies trade places. The same rules apply as before, coins may move into any adjacent empty space, and no jumping is allowed.

Game Two:

Set up the board the same as in game one, only this time the challenge is to switch the quarters and the pennies and then switch the dimes and the nickels.

