

# Reversi

## *Skills & Standards Alignment Guide*

### SKILLS DEVELOPED THROUGH REVERSI

#### Grades K–2

- Turn-taking and rule-following
- Recognizing patterns on the board
- Basic decision making

#### Grades 3–5

- Planning several moves ahead
- Understanding cause and effect
- Pattern recognition
- Strategic placement

#### Grades 6–8

- Strategic planning
- Evaluating multiple move outcomes
- Spatial reasoning
- Logical problem solving

#### Grades 9–12

- Advanced strategy
- Game state analysis
- Predicting opponent decisions
- Long-term planning

# REVERSI STANDARDS ALIGNMENT

Reversi reinforces logical reasoning, pattern recognition, spatial awareness, and strategic thinking across grade levels.

## INDIANA ACADEMIC STANDARDS (2020) – Mathematics

- **Grade 2 – 2.PS.1:** Make sense of problems and persevere in solving them. Students analyze board positions and determine where pieces can legally be placed.
- **Grade 4 – 4.PS.2:** Reason abstractly and quantitatively. Players evaluate board patterns and anticipate the results of different moves.
- **Grade 6 – 6.PS.3:** Construct viable arguments and critique the reasoning of others. Students explain why a move captures pieces and discuss alternative strategies.
- **Grade 7 – 7.PS.3:** Evaluate strategies for solving problems and justify reasoning. Players compare multiple possible moves and choose the most advantageous one.

## COMMON CORE STATE STANDARDS (CCSS) – Mathematics

- **Grade 2 – CCSS.MATH.PRACTICE.MP1:** Make sense of problems and persevere in solving them. Students analyze the board to identify legal moves and plan their actions.
- **Grade 4 – CCSS.MATH.PRACTICE.MP7:** Look for and make use of structure. Players recognize patterns of pieces that allow captures and control key areas of the board.
- **Grade 6 – CCSS.MATH.PRACTICE.MP8:** Look for and express regularity in repeated reasoning. Students identify recurring board patterns and use them to guide strategic play.