

# PICK-UP STICKS: MIKADO

## Description

Mikado is a pick-up stick game that is played with a set of sticks of the same length. The aim is to remove individual sticks from a chaotic pile of sticks without moving any other sticks in the process.

## Learning Objectives



- Spatial vision training
- Promotion of fine motor skills
- Training of concentration
- Strengthening the sense of community

## Expected Results

- Improved fine motor skills
- Improved hand-eye coordination
- Increased concentration
- Improved perception
- Fun playing together

## Time Needed



10-15 min per round,  
depending on the skill of the players

## Learning Setting

Group activity, 2-4 people

## Materials Required

Set of Mikado sticks (or a set of other 41 sticks of the same length)



## Source

Wisamar

## Practical Tips

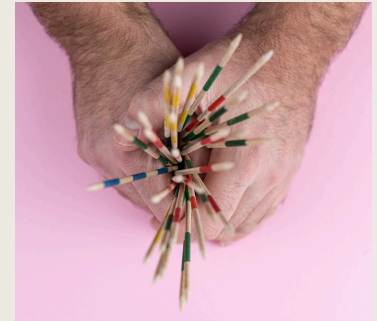
- Ordinary Mikado games have relatively thin sticks. If seniors find it difficult to grip them (precise tweezers grip, finger strength, hand-eye coordination), it is recommended to use a set for younger children with **thicker sticks**.
- Additional rules can be introduced for more **advanced players**:
  - only certain sticks (colour coded) may be used as auxiliary sticks
  - the coloured markings symbolise different point scores: whoever has collected the most points with their sticks at the end is the winner.
- Mikado can also be **played alone**. In this case, you also try to take as many sticks as possible in succession without another one wobbling. If another stick moves, the attempt is over and the pile of sticks is thrown again. Can you break your own record and collect more sticks than the time before?

# PICK-UP STICKS: MIKADO

## Step By Step Guidance

**The aim of the game is to get as many sticks as possible. The sticks may only be picked up one at a time and in such a way that none of the other sticks move.**

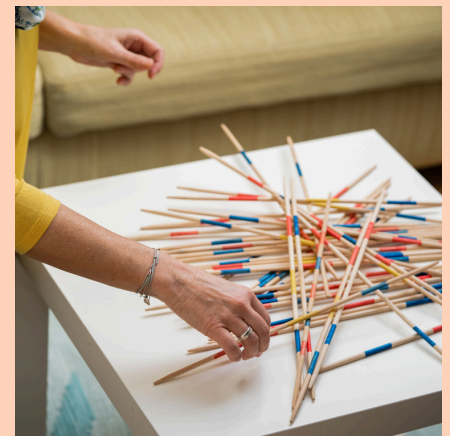
- The game is played on the table.
- The first player places all the sticks in a bundle on the table and lets them fall over. The sticks scatter over and under each other in a chaotic pile.
- Now the first player tries to remove single sticks from this pile without another stick moving. Only one stick may be moved at a time.
- If another stick wobbles or changes position, the first round is over for that player and the next player has a turn.
- This continues until all the sticks are in the players' possession. The winner is the person who collects the most sticks.
- It is important that all players remain focussed at all times and keep an eye on whether another stick moves.



**There are various techniques for taking the sticks.**

### By hand:

- Individual sticks can simply be picked up.
- If two or more sticks are lying freely next to each other, you can try to carefully separate one by rolling it and then picking it up.
- Sticks with only one end touching the table can be set up by pressing on the pointed end.
- Sticks lying on top can be picked up by touching both ends at the same time and lifting them up.



### With a "helper stick":

- Anyone already in possession of a chopstick can use it to "free" others, e.g. by carefully rolling a stick away with the tip, by going under a stick and throwing it up ...

*For advanced players*, there are extended rules about what is allowed and what is not. These can usually be found in the game instructions.