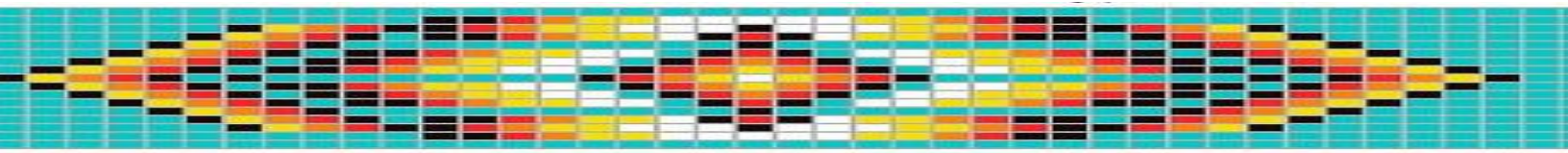


***Executive Functions of Indigenous Games
 In Games of Intuition***

EF	GAMES	EXAMPLE
Inhibition	Hand/Stick Game, Rock in the Fist, Sticks in the Fist.	Successful choices in the Hand game, Rock in the Fist and Sticks in the Fist all require learning patience and reasoning before making decisions; inhibition of impulsive responses.
Shifting	Hand/Stick Game, Rock in the Fist, Sticks in the Fist.	Games of Intuition, such as the Hand game require shifting attention to a new round of intuiting body language. Shifting attention to hand changes are necessary with Rock in the Fist. Guessers are required to Shift their attention to one less stick and observe remaining sticks with each new round in Sticks in the Fist.
Working Memory	Hand/Stick Game, Rock in the Fist, Sticks in the Fist	Remembering signs of body language with the intent for players to deceive the guesser are necessary for the Hand game and Rock in the Fist. To succeed at Sticks in the Fist, the guesser needs continued awareness of the stick dimensions to guess the marked stick last.
Planning	Hand/Stick Game, Rock in the Fist, Sticks in the Fist.	The Hand game and Rock in the Fist requires careful planning of deception for the opponents. The guesser in Sticks in the Fist needs to plan responses according to the previous choice and outcome.
Emotional Control	Hand/Stick Game, Rock in the Fist, Sticks in the Fist.	All loses in games must be met with respect without expressing selfishness or dissatisfaction with the outcomes of the games.
Monitoring	Hand/Stick Game, Rock in the Fist, Sticks in the Fist.	The Hand game and Rock in the Fist requires careful monitoring of body language and changes in deceptive tactics. Sticks in the Fist requires monitoring of the sticks appearances and which one to avoid choosing.
Organization of Materials	Hand/Stick Game, Rock in the Fist, Sticks in the Fist.	The Hand game materials of one plain bone and one marked bone for each team. Sticks are divided. In Rock in the Fist, sticks are arranged between players with the hider taking the rock. Sticks in the fist requires the holder to assemble all ten sticks in their hands with the marked end facing downward and hidden.





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Initiation	All Indigenous Games	Initiation of games with different groups (tribes) to learn different rules of different societies.
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