	Monday June 24	Tuesday June 25	Wednesday June 26	Thursday June 27	Friday June 28
9:00 - 10:00	**Introductions, ice-breaker, and game playing** (booklet) - pick-up-bricks - chop - chomp …	**Graph Theory III:** (booklet) - planar graphs (continued)	**Group Theory III:** (booklet) - gcd - Euclid's game - Euclidean algorithm	**Number Theory I:** (worksheet) - modular arithmetic and congruence relations	**Game Analysis I:** (booklet) - game trees - hex theory
10:00 - 10:15	Break	Break	Break	Break	Break
10:15 - 11:45	**More games** (booklet) - nim, hex, … **Graph Theory I:** (booklet) - puzzles	**Games with Graphs:** (worksheet) - Instant Insanity - Bridg-It			