

Good practices

Template for collecting the best practices of using Poly-Universe for Teacher training purposes / courses

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Description of the problem / exercise: **Good practice 40**

Finding the constructed building. The game is played in two small number groups. Each group has its own table of 9 squares (3 in each row and column; sides of the squares are 9 cm long) plus two different Poly-Universe sets. The students of groups create their buildings consisting of towers which are made by placing the next tile over the previous one and all the tails of a tower have the same shape and size. The height of the towers is maximum 4 tiles and a tower can be built on a square of the table. The buildings cannot be seen by the members of the other group (the members of groups can sit in two lines turning their backs to one another.)

The members of the groups alternately pose questions to members of the other group about the building of the other group. The answer can be only: 'yes' or 'no'.

The students of one group have to share their duties among the members of the group and have to collaborate in order to find out what the building of the rival team looks like. They also have to decide on the way of noting down the results of the answers which they get from the members of the other group.

- *Why this exercise is good:* Competences which are developed and knowledge which is deepening: creativity, problem solving, communication skills, collaboration skills and organizational skills.
- *Level of teacher training:* all levels
- *School subject(s):* all subjects
- *Comments:* for ages over 7 years

Good practice 41

'Telling a story' game. The game is played in four number groups with one or two sets of square shape tiles. The concave dodecagons (colored) in four different colors can represent four different verbs; big squares can represent four different nouns; middle squares different adjectives and small squares different conjunctions. One of the players deals all the tiles to the groups. The aim of the game is to create a funny story by clubbing together in such a way, that someone from the first group places a tile on the table and says a word of the adequate type. The second group has to create a sentence using this word. A member of the group has to read the sentence and put another tile on the table and say the proper word. The next group puts this word into the second sentence of the story and so on. If a group gets a tile which is identical with one of the tiles on the table, then

they will use the same word that was used previously. Because of that the members of the group have to make notes of the key words. The game is over when all groups play their last tile. At the end of the game the players can analyze and discuss the created story.

- *Why this exercise is good:* Competences which are developed and knowledge which is deepening: creativity, problem solving, communication skills, collaboration skills and organizational skills.
- *Level of teacher training:* All levels
- *School subject(s):* All subjects
- *Comments:* For ages over 5 years