

## Good practices

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

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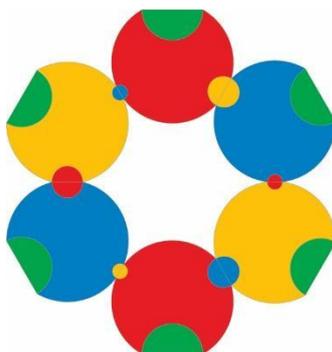
Description of the problem / exercise: **I and YOU in RING**

We are working with a complete set of 24 Poly- Universe circles. From a bag, each person draws a base element at random and notes its color arrangement as their own, using a size letter code, e.g.: green base, big red, medium blue, little yellow. Identify yourself with the codes because you will later use them to find your place in the game.

Those who do not have a basic element because their class size is above 24 will be the first play round leaders. Then they change.

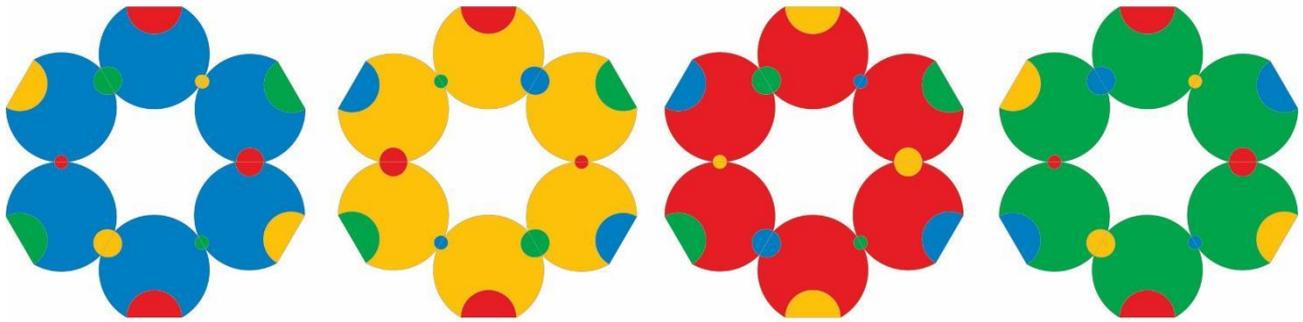
**Circle 1:** The leaders randomly arrange the pupils into groups of 6, who try to make same color and size connections with each other using their own element, and then arrange themselves into a regular ring, which consists of only being able to connect to neighbors with whom they can connect with a matching smaller half-circle.

Where they do not succeed in closing the ring at first attempt, they have to say, according to the letter code of the colors, which element they need, i.e. which of their partners with whom the element in question is to be contacted. The guides will help to navigate the players while the others stay in place. Redirection will continue until all 4 rings are closed, so you will have to swap places with each other several times. Why this exercise is good:

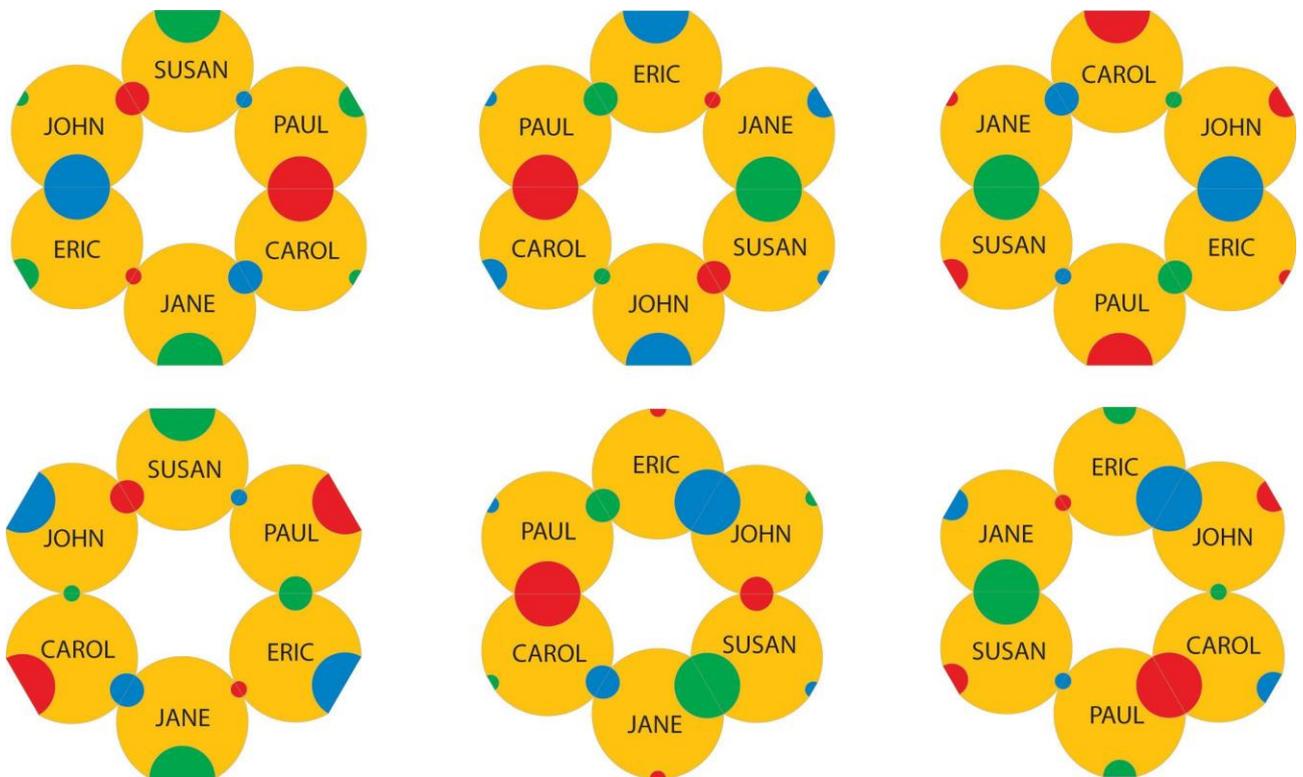


**Circle 2:** Repeat the ring formation by repeatedly pulling elements and changing the controls.

**Circle 3:** After everyone has drawn their element, the task now is for students to find their partner by primary color, forming teams of blue, yellow, red, green. They then try to form a closed ring again, making color and size relationships with each other, which consists of only being able to connect to neighbors with whom they can match a smaller half circle.



Once the first ring has been closed, teams record who was whose neighbor, then repeat the task in a different arrangement until all the arrangements have been tried.



Questions: How many different layouts could be connected? According to the records, who could be neighbors with whom most of the time, and who could not be neighbors with whom at all?

	SUSAN	PAUL	CAROL	JANE	ERIC	JOHN
SUSAN		3	1	4	0	4
PAUL	3		4	1	3	1
CAROL	1	4		3	1	3

JANE	4	1	3		4	0
ERIC	0	3	1	4		4
JOHN	4	1	3	0	4	

- Why this exercise is good: the person is anthropomorphically connected to the visual signaling system. Powerful peer communication where everyone tries to solve the task and help each other. Memory test, because everyone has to memorize their own code system while also paying attention to the other's. A combinatorial task where children interactively search for a solution.
- Which level is recommended: Upper primary school
- School subject(s): Logic, memory, combinatory, communication
- Comments: Recommended from 10 years onwards, but not age-specific. The game can be played with the existing Poly-Universe building blocks, but a similar device magnified 4-5 times would be ideal...