

## Good practices COMM\_604A\_EN

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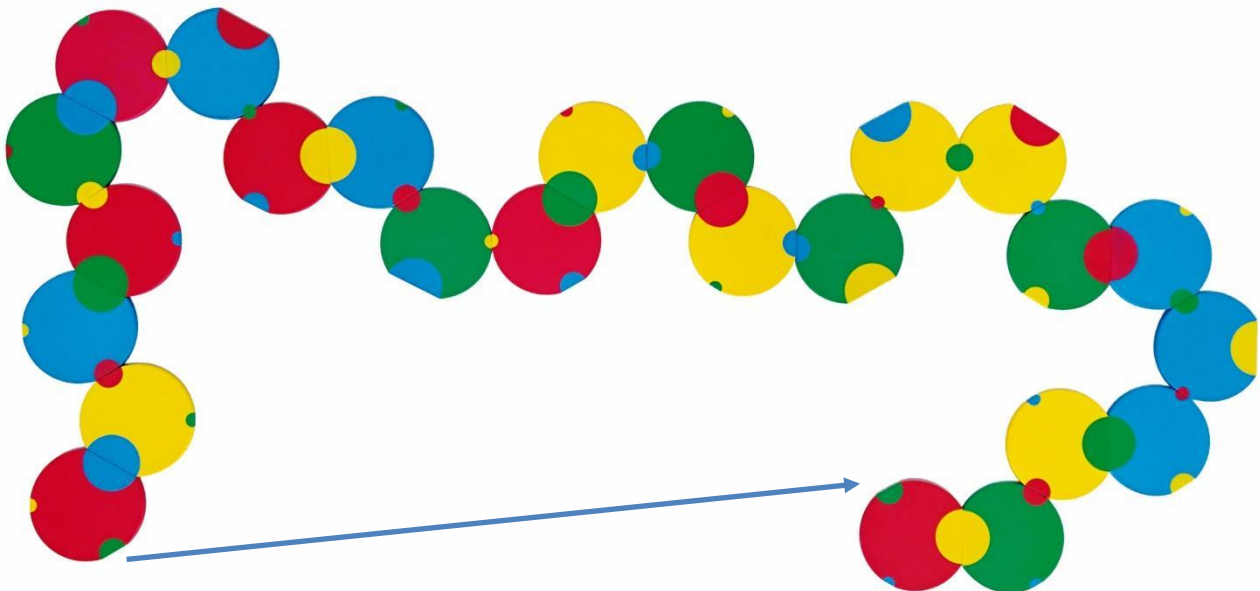
Description of the problem / exercise: **POLY-Chain**

We are working with a complete set of 24 Poly-Universe circles. From a bag, each pupil draws a base element at random and notes the color arrangement as their own, using a size letter code, e.g. Green base, big red, medium blue, small yellow. Everyone identifies themselves with the codes because they will later use them to find their place in the game.

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

Once everyone has remembered their own element, the task is to make a color and size matching connection and the pupils try to form a chain (row), which consists of only being able to connect to neighbors with whom they can connect with a matching smaller half-circle.

Once the line-up is complete, the controllers randomly select a player from the line and take away the Poly Universe element. From then on, these highlighted players will be the quarterbacks, and the chaining starts all over again.



Finally, try to reorganize so that the students at the ends of the chain can connect and close the chain.

- *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.
- *Which level is recommended:* Primary school
- *School subject(s):* Language and Literature, Logic, Memory, Communication
- *Comments:* Recommended from age 6, but not age-specific. The game can be played with the existing Poly-Universe basic elements, but a similar device magnified 4-5 times would be ideal.