

## Good practices

### INCL\_406ABC\_EN

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Description of the problem/exercise: **Changing Elements**

Type: Games in which blind people can participate on an equal footing with other players

A table of 16 (or 25) squares made similarly as the table for the INCL\_405ABC\_EN game.

Two different basic forms are used by the two players. Both players use 16 (or 25) elements of each of a Poly-Universe set. At the beginning of the game, the players fill up a chosen 2x2 square of the table where the 2 types of elements (of two different basic forms) make a cross (in a diagonal arrangement). Players place the elements in the squares of the board, trying to get the other player's elements between their two owns. The enclosed elements of the other player can be changed with the tiles of the player who 'captured' the one. The winner is the person who has more elements on the filled table.

- *Why this exercise is good:* Competences which are developed and knowledge which is deepening: empathy for other people, creativity, problem solving, communication skills, collaboration skills and organizational skills.
- *Which level is recommended:* Primary and secondary school
- *School subject(s):* Independent from subjects
- *Comments:* For ages over 5 years