

Good practices LOGIC_809BCD_EN

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Description of the problem / exercise: **Master PUNTE game**

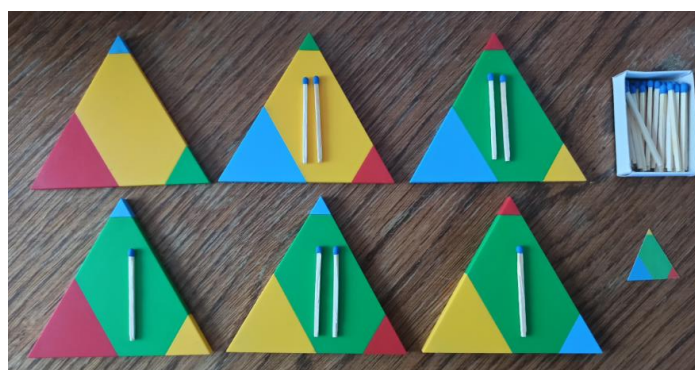
Materials needed: a Poly-Universe play set (either triangle, square or circle), small laminated copies of the elements of the set, a box of matches and a bag that can easily contain and hold the basic elements.

Number of players: 3-6

Preparation: Place the 24 small cards of the set in a bag and place the bag on the table. We draw a hiding player, who chooses a small card and hides it in the palm of his hand so that the others cannot see it (or the remaining cards, because they can infer the missing one). We prepare a box of matches. All the players stand around the table.

Goal: Guess the hidden card as soon as possible.

How the game is played: The starting player takes the bag and draws a card (i.e. a basic element) from it. He places the card/element on the table where everyone can see it. The hiding player puts as many matchsticks on the base color of the element as he finds a match between the hidden element and the element on the table. Matches can be made between the base color, the large color, the medium color and the small color. The starting player then passes the bag to the next player, who also draws a card/a basic element and places it on the table, and the hiding player indicates the number of hits. This continues until someone guesses which item it is. At any time, any player can shout PUNTE to indicate that he has guessed the hidden card. By naming the base form; base color, large, medium and small color, they can tell what they have in mind. If they are correct, they have the winner, who can hide a card/element next time; if incorrect, he or she cannot guess in the next round.



Game versions:

- For younger players: While giving feedback, the hider can place the matchsticks to indicate specifically which color is a match. The easiest way to do this is to place the colored end of the

matchstick on the matching color. If there is a match at the base color, the marked end of the stick can be placed anywhere on the base color.



- b) We can place all the cards on the table. In this case we don't draw the elements randomly, but the next player can choose freely and thoughtfully, taking into account the previous history.
- c) 2-4 columns of elements can be formed on the table. Players can choose which one to take an element from the top, i.e. which one to ask for feedback on to get closer to the solution.
- d) The task and/or the solution is given by the players by coloring.



- e) It is also possible to play with two different sets, but the number of elements should still remain 24, e.g. red and blue circles, yellow and green triangles. Another difficulty level might be if the same two base colors are used for both shapes. The hiding player can choose from these small elements. Hitting the shape can be indicated by a half-broken match placed on the base color.

- *Why this exercise is good:* The game develops logical thinking, visual perception, combinatorial thinking and, in the e) version, tactile perception.
- *Which level is recommended:* Upper level of primary school, secondary school, adults
- *School subject(s):* Mathematics, logic
- *Comments:* Students can be encouraged to come up with new and different rules.