

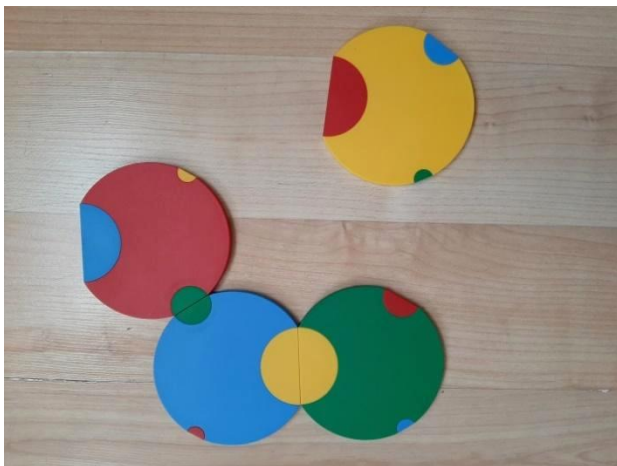
Good practices LOGIC_814OAB_EN

Author's name and institution: **Andrea Bordás**, Partium Christian University, Oradea

Description of the problem / exercise: **Continue the pattern!**

It can be played with the circle or triangle set. Each player chooses a color. The elements are mixed by color and stacked on top of each other. Everyone can draw a card (item) only from the top of their own deck. The goal of the game at group level is to use all the elements. The goal of the game on an individual level is to run out of your own bunch as soon as possible. The youngest player starts. The novice player puts out an item. The game continues clockwise. The next player can attach a new item only according to the same size and color.

In the example below, the yellow player does not have the option to attach its element to the row.



If you can't attach a new item, you can choose to put the topmost element at the bottom of the knot or do nothing. A player who closes a closed shape of 6 elements can put down another element (in the example above, the blue player). We play it until all the items have been used. The player who runs out of knots is the first to run out. If two players run out of knots in the same round, they will receive a split position.

In the next game, the second youngest player starts (or sitting to the left of the youngest). It is worth playing at least 4 rounds so that everyone has the opportunity to start.

If we have more than one set, we can compete in groups of 4 people: e.g. which group manages to complete the task sooner, in fewer rounds?

- *Why this exercise is good:* Practice compliance, identification of color and size in smaller ones (kindergarten). Building community, practicing problem solving, raising awareness of individual and group strategies used during the game, especially when several groups compete with each other.

- *Which level is recommended:* Anyone from elementary school. Also in preschoolers, but with an emphasis not on competition, but on compliance with the rules.
- *School subject(s):* Moral education, civic education, social studies, personality development, class teacher's class
- *Comments:* Possible questions after the game: Is it an advantage to get started? Have you followed collaborative or quiz tactics: have you tried to help, creating situations that can be solved, or have you hindered others: have you created situations that cannot be solved? What strategy did the group follow? (if groups of 4 people are competing against each other)