

Good practices

LOGIC_816AB_EN

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Description of the problem/exercise: **Board game Dubno**

Basic elements used: triangle.

Description of the task: The game is a mix of Double and Uno card games.

Rule: Each player is given a starting element (it can be a circle, square or triangle). The other elements are placed in the middle, stacked on top of each other. The idea is to find something in the middle that matches your starting element and match it. It should also match in size and colour. To get it, you must say the matching item out loud. The one who was the fastest takes it (e.g.: small yellow square with a small yellow square).

You can also make it easier according to the age group: only the colour or only the size has to match.

There are several ways to play:

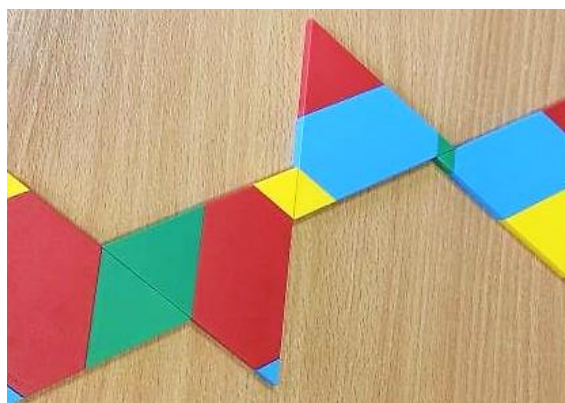
First version: always match the last element in a row, so you get a long bar- here you only have to pay attention to the last element.

Second version: you don't have to line up, you can fit it anywhere, creating some kind of shape.

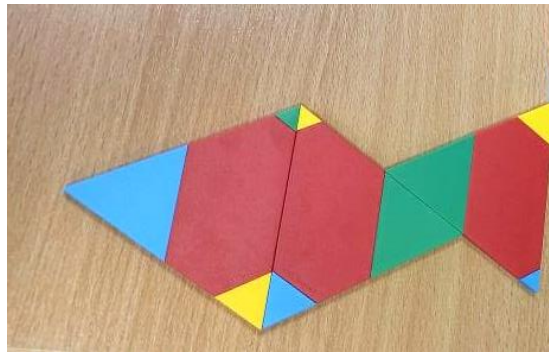
The elements must always fit with at least 1 side!

Scoring:

- Everyone gets as many points as the number of elements they have managed to obtain.
- You get extra points if you can make a shape out of them.
- The winner is the one with the most points.



In this case, they also match in colour and size.



This is the easy case. Here the rule is that they only had to match in size.

- *Why this is a good exercise: it introduces shapes and sizes in a playful way (construction). Using the given criteria, the learner has to group the elements, organize them and select the one that meets the requirements. They have to find several possible solutions. Develops visuality. Awareness of axis symmetry, development of colour rhythm and aesthetic sense.*
- *At what level can it be used: Primary school, lower grades (6-10)*
- *School subject(s): Mathematics, fine arts, science*