

Good practices

LOGIC_821BCD_EN

Author's name and institution: **Farkasházi Csilla**, elementary teacher, Mihály Fazekas Practising Primary and Secondary School in Budapest

Description of the problem / exercise: **Quad alias Winner fourths (game)**

Tools required: Two sets of Poly-Universe squares, task cards and action cards. (It is advisable to use three times more task cards than action cards)

Number of players: 3-4

Preparations: Match two sets of squares and then arrange them in two columns on the table. The starting player puts an item from the top of one of the tower to the center, than each player is dealt three cards each, which the players place on the table in front of them. The task cards and action cards are mixed well, this deck is also placed on the table, upside down, from which everyone draws until they have exactly two task cards (in addition to any action cards that may have been raised). These cards are not shown to each other by the players.

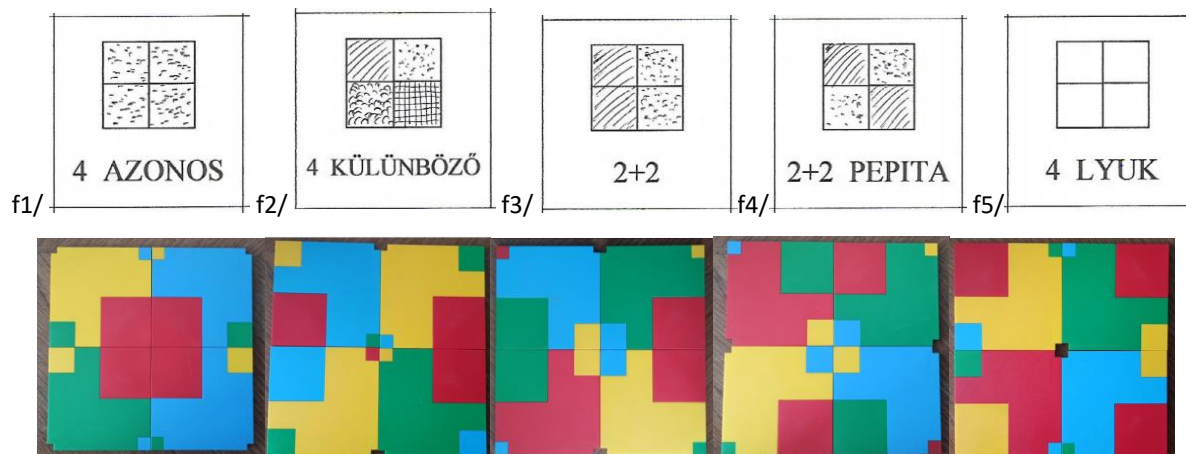
Aim: to get as many task cards as possible during the game by solving patterns.

Procedure of the game: the beginner player puts down a starter sheet in a square sheet choosing from three of its own, namely, so that at the contact the parts of the same size meet each other. Strives to unload or fulfill a task card. Instead of the laid item, takes off a new piece from the top of the tower, as one must always have three in front of to choose from. Clockwise, the second player follows, and so on, everyone tries to make the dumps for their own pieces. One can get a task card if he has inserted the last, fourth quarter square into the larger unit four as instructed. The game ends when both the towers and players run out of square tiles. Then comes the counting of the task cards collected, the winner is the one, who earned the most during the game.

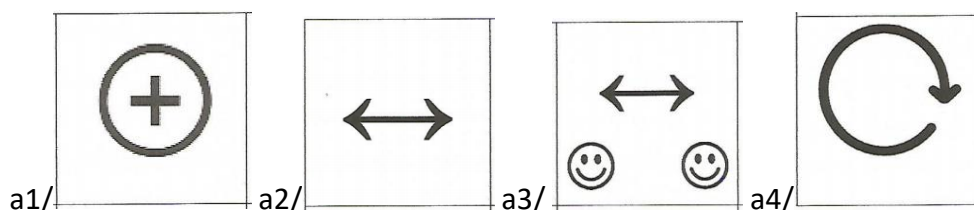
The puzzles on the task cards f1/ four identical squares f2/ four squares of different colors f3/next to each other two squares of the same color f4/ in diagonal placement two squares of the same color f5/ the four squares meet each other with the hole side, the color does not matter here.

Action cards can bring an exciting turn to the game, one per turn can be used as follows a1/ any card already laid out in the center of the table can be placed on another element a2/ in the connected puzzle, two arbitrarily chosen elements can be exchanged a3/ you can draw a task card from one of your fellow players' cards, and then give one of your own to the one you like less a4/ everyone passes a task card they choose in the same direction to the next player, so everyone gets a new card. The used action cards are put aside after use, instead of them we draw new ones, so we always have two.

Task cards:



Action cards:



Game versions:

- a/ The game can be played in pairs;
- b/ we can form more or fewer columns to vary to see how many options to choose;
- c/ we can also pull the pieces out of bags, though luck will play a much bigger role in tactics;
- d/ you can give you the opportunity to replace the elements of two or three if you do not want to load;
- e/ you can change the number of task cards or the number of squares that the players have;
- f/ we can give different scores to the task cards, before each game the group should agree on the values depending on how difficult they think it is to complete! Obviously, getting the four holes will be the least, my students also call it Joker.
- g/ in the case of four or six players, the players sitting opposite each other can work together. Then we make the task and action cards visible on the desk, the active player can also choose from his partner's squares and task cards, there is more chance of successful puzzles as soon as possible. We can calculate in advance considering the possibilities of 3 instead of 6 cards. At the end of the game, the task cards collected by the cooperating players are counted together;
- h/ using two triangular sets instead of squares on task cards, the goal may be to solve a half-regular hexagon three triangles one trapezoid with similar clauses

- *Why this exercise is good: develops tactical thinking, visual attention, communication skills, cooperation in the g/ version.*
- *Which level is recommended: Primary school age, but high school or adults are also very welcome to play it.*
- *School subject(s): Mathematics, logical game*
- *Comments: Let the students come up with their own rules of the game, design task and action cards together!*