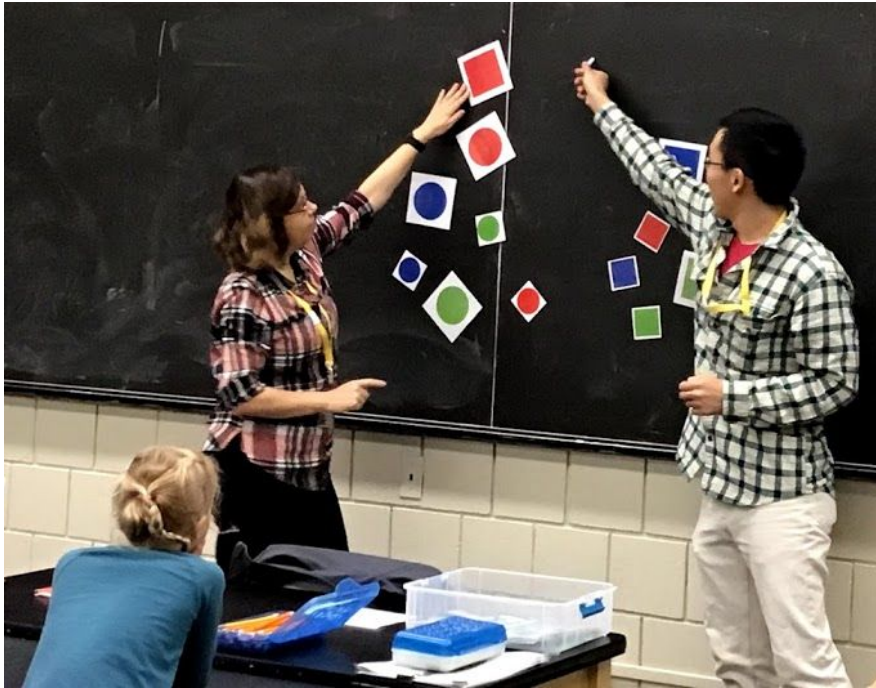
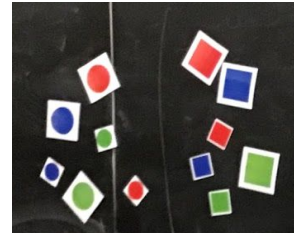


Different and similar: properties of objects.

Today we will discuss properties of objects. We will start with simple geometric shapes and split them into different groups by their properties. Is there only one way to split them?



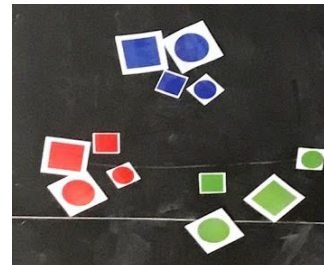
Shape:



Size:



And color:



Then we will play with more complicated shapes: we will have circles, squares, diamonds, four way stars, eight way stars and clovers all in 6 different colors.

- Let us put down 3 tiles with the same shape in a line. Please continue the line!
- Let us put down 3 tiles with the same color in a line. Please continue the line!
- How long can these lines go? 6 items? Or 10 items-long?



Qwirkle game.

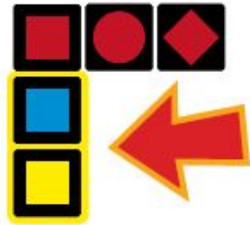
Now we will play a simple version of Qwirkle. First we will do it on the board and learn the rules. Then each pair of students will get a bag with wooden tiles to play.

We will use only 36 pieces on each desk (there are 108 pieces in the real Qwirkle game) and will not count points for now.

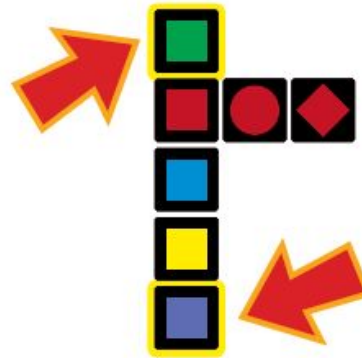
Players begin the game with a hand of six blocks each. The player to go first places blocks of a single matching attribute (color or shape but not both) on the table. Thereafter, a player adds blocks adjacent to at least one previously played block. The blocks must all be played in a line and match, without duplicates, either the color or shape of the



Example of opening move.



A blue square and a yellow square can be added to the opening move to create a line of squares.



You can add a tile to both ends of a line in one turn.

neighboring block.



Ghost Blitz game. To play with the whole class we have modified the game a bit. Instead of five wooden items that sit on the table waiting to be caught: a white ghost, a green bottle, a cute grey mouse, a blue book, and a comfortable red chair, each student has five cards of those objects.



To show the game cards, we are using projector screen. Each game card shows pictures of two objects, with one or both objects colored the wrong way. With the entire class playing at the same time, Anar reveals a game card, then everyone grab the "right" object card and raise it to show.



But which object is right?

- If one of the objects is colored correctly – say, a green bottle and a red mouse – then players need to grab that correctly colored object.
- If both objects are colored incorrectly – say, a green ghost and a red mouse – then you look for the object and color not represented among the four details shown. In this case you see green, red, ghost and mouse, so players need to grab the blue book.

