

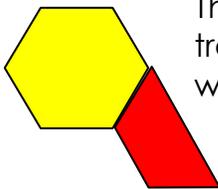
BLOCK-IT

GAME RULES:

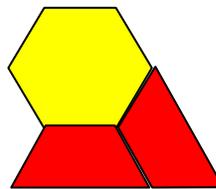
1. Two players are needed to play BLOCK IT. Each receives three each of the following pattern blocks:

| | |
|----------------|----------|
| green triangle | 3 points |
| blue rhombus | 4 points |
| red trapezoid | 5 points |
| yellow hexagon | 6 points |

2. The game begins with one yellow hexagon starting block placed on the playing surface. This piece does not belong to either player.
3. The first player must place one of her/his blocks such that one side of the block is completely touching on one side of the block(s) on the playing surface. The scoring for each play is the sum of the values of the block placed and those that it touches on a side. Play continues until both players use all of their pieces.



The first player adds a trapezoid. This play is worth 11 points.



The second player might add a trapezoid that touches Player #1's trapezoid AND the hexagon. This play is worth 16 points!

4. The player with the most total points after all pieces have been used is the winner.

Teacher Information

TITLE: BLOCK-IT

OBJECTIVE(s): Students will

1. use problem solving strategies such as guess and check and visualization to play the game.
2. use mental mathematics to decide on the placement of pattern blocks.
3. look for patterns.

RESOURCES/MATERIALS:

Pattern blocks

Paper for keeping score

GRADE LEVEL: 1st – 3rd grades

EXTEND

1. Have students share their scores and strategies used.
2. What was the most points a player scored in one play in your game? The least?
3. Did students use the blocks with higher point values first or last?
4. Does Player A have an advantage by going first?
5. Is there a maximum score a player can earn?
6. If the pieces were assigned different values, how would that affect their play?

Modified from a game designed by the [Columbia Education Center: www.col-ed.org](http://www.col-ed.org)