

## THREE TO ONE

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<b>Level</b>	2 (Age group 8 – 10)
<b>Resources Required</b>	Paper Pencil Shape Cards
<b>Alternate Options for the Resources</b>	8 notecards are to be made by a teacher or adult by following the steps below: <ul style="list-style-type: none"> <li>● Cut paper to half an A4 or the size of two palms</li> <li>● On each card, write 3 facts that lead to an answer. For example: <ul style="list-style-type: none"> <li>○ A shape with 4 corners</li> <li>○ A shape with 4 lines of symmetry</li> <li>○ A shape with 4 equal sides</li> </ul> </li> <li>● The 8 cards are written on the subject of shapes</li> </ul>
<b>Strand Covered</b>	Shapes
<b>Targeted Skills</b>	Identify angles and simple properties of squares, rectangles and parallelograms
<b>Inspired by</b>	Third Space Learning
<b>Time Required</b>	15 minutes for preparation 25 minutes for the game
<b>Previous Learning Required</b>	Properties of shapes
<b>Support Required</b>	Medium support

### Rules of the Game:

<b>Goal</b>	The player with the most points when all the cards have been drawn wins
<b>Rules</b>	<p>This game is recommended for 2 players.</p> <p>Once an answer has been said, the player is not allowed to change it</p> <p>Once a card is drawn, the players are not allowed to swap it out</p> <p>Once a player says “will answer” they are required to answer</p> <p>Point system:</p> <ul style="list-style-type: none"> <li>● If the shape is guessed correctly after the first property is given, the player receives 3 points.</li> <li>● If the shape is guessed after the second property is given, the player receives 2 points.</li> <li>● If the shape is guessed after the third property is given, the player receives 1 point.</li> </ul>

	<p>If the wrong answer is given, it is 0 points for that card and the final answer is revealed automatically with no points to anyone</p>								
<p><b>Steps</b></p>	<p>Step 1: The 6 cards are placed between 2 players</p> <p>Step 2: Player 1 draws the top card and reads out the first prompt</p> <p>Step 3: Player 2 says “will answer” if they are choosing to answer this prompt or “skip” if they want to hear the next question</p> <p>Step 4a: If player 2 says “will answer” they are required to answer the question. If correctly answered, they get 3 points. If incorrectly answered, 0 points are given”.</p> <p>Step 4b: If player 2 says “skip” then prompt 2 is read out and points are allocated according to the rules above</p> <p>Step 5: The game ends once all 8 cards have been drawn and each player has had 4 turns. The player with the most points, wins.</p> <p>Step 6: If there is a tie at the end of 4 rounds, the facilitator calls out one of the 8 shapes and the first player to correctly identify a fact outside of the 3 facts already listed, wins.</p>								
<p><b>Images or Illustrations</b></p>	<p>Example of 8 notecards (answers can be found on the bottom of the card):</p> <table border="1" data-bbox="472 1193 1409 1704"> <tr> <td data-bbox="472 1193 703 1447"> <p>A shape with 4 corners</p> <p>A shape with 4 lines of symmetry</p> <p>A shape with 4 equal sides</p> <p>(Square)</p> </td> <td data-bbox="703 1193 935 1447"> <p>A shape with 4 corners</p> <p>A shape with 2 lines of symmetry</p> <p>A shape with 2 pairs of equal sides</p> <p>(Rectangle)</p> </td> <td data-bbox="935 1193 1166 1447"> <p>The polygon with the least number of sides</p> <p>A shape whose angles add up to 180°</p> <p>A shape with 3 sides</p> <p>(Triangle)</p> </td> <td data-bbox="1166 1193 1409 1447"> <p>A shape with many lines of symmetry</p> <p>A shape whose edges are all the same distance away from the center</p> <p>A round shape</p> <p>(Circle)</p> </td> </tr> <tr> <td data-bbox="472 1447 703 1704"> <p>A shape with 5 lines of symmetry</p> <p>A shape with 5 corners</p> <p>A shape with 5 sides</p> <p>(Regular Pentagon)</p> </td> <td data-bbox="703 1447 935 1704"> <p>A shape with 6 lines of symmetry</p> <p>A shape with 5 corners</p> <p>A shape with 5 sides</p> <p>(Regular Hexagon)</p> </td> <td data-bbox="935 1447 1166 1704"> <p>A shape with 8 lines of symmetry</p> <p>A shape with 8 corners</p> <p>A shape with 8 sides</p> <p>(Regular Octagon)</p> </td> <td data-bbox="1166 1447 1409 1704"> <p>A shape with no corners</p> <p>A shape with 1-2 lines of symmetry</p> <p>A shape resembling a 2D egg</p> <p>(Oval)</p> </td> </tr> </table>	<p>A shape with 4 corners</p> <p>A shape with 4 lines of symmetry</p> <p>A shape with 4 equal sides</p> <p>(Square)</p>	<p>A shape with 4 corners</p> <p>A shape with 2 lines of symmetry</p> <p>A shape with 2 pairs of equal sides</p> <p>(Rectangle)</p>	<p>The polygon with the least number of sides</p> <p>A shape whose angles add up to 180°</p> <p>A shape with 3 sides</p> <p>(Triangle)</p>	<p>A shape with many lines of symmetry</p> <p>A shape whose edges are all the same distance away from the center</p> <p>A round shape</p> <p>(Circle)</p>	<p>A shape with 5 lines of symmetry</p> <p>A shape with 5 corners</p> <p>A shape with 5 sides</p> <p>(Regular Pentagon)</p>	<p>A shape with 6 lines of symmetry</p> <p>A shape with 5 corners</p> <p>A shape with 5 sides</p> <p>(Regular Hexagon)</p>	<p>A shape with 8 lines of symmetry</p> <p>A shape with 8 corners</p> <p>A shape with 8 sides</p> <p>(Regular Octagon)</p>	<p>A shape with no corners</p> <p>A shape with 1-2 lines of symmetry</p> <p>A shape resembling a 2D egg</p> <p>(Oval)</p>
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<p><b>Variations of the Game</b></p>	<p>None</p>								
<p><b>Enrichment</b></p>	<p>This game can be used for any target topic. For example, instead of shapes, it can be targeted for angles, time, measurements, number operations or probability</p>								

<b>Simplification</b>	<ol style="list-style-type: none"><li>1. The player is allowed to change their mind if they don't want to answer the question, despite saying "will answer"</li><li>2. Instead of 8 cards, 4 cards are made so each player has 2 turns</li></ol>
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