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| <p>Grades 1-4 (S), 5-8 (S), 9-12 (S)</p> <p>Duration: 20 min</p> <p>Tools: one 9 pcs or 16 pcs Set / student or group</p> <p>Individual / Group work</p> <p>Keywords: Introduction exercise</p>  | <p>104 - Find a Rule</p> <p style="text-align: center;"> <br/> <b>MATHS / INTRO</b> </p> | <div style="text-align: center;"> <br/> <small>LOGIFACES<br/>METHODOLOGY<br/>Erasmus+</small><br/> <b>TEACHER</b><br/>       Logifaces<br/> <small>2019-1-HU01-KA201-0612722019-1</small> </div> |
| <p><b>DESCRIPTION</b></p> <p>1. Students work individually or in pairs, aiming to find different rules in which pieces can be connected to each other. They build a construction with their rules. (10 mins)</p> <p>2. In small groups students walk around the classroom to look at each other's constructions. (10 mins)</p>   |   |   |
| <p><b>SOLUTIONS/EXAMPLES</b></p> <p>Examples of rules:</p> <ul style="list-style-type: none"> <li>- The official rule of forming a smooth surface</li> <li>- Pairing or connecting pieces which have one height in common</li> <li>- Joining pieces in pairs to form a triangular prism (small Toblerone shape)</li> <li>- Arranging pieces in a triangular prism (Toblerone shape)</li> <li>- Putting the pieces in rainbow order (coloured set)</li> </ul> |   |   |
| <p><b>PRIOR KNOWLEDGE</b></p> <p>None</p>  |   |   |
| <p><b>RECOMMENDATIONS/COMMENTS</b></p> <p>This activity should be done before students learn the official rules of the game.</p>   |   |   |