

The Game Zone

A Place To Practice Your Math Skills



Archi-test

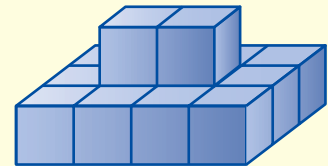
● GET READY!

Players: two

Materials: cubes, manila folders, index cards cut in half

● GET SET!

- Players each receive 15 cubes and a manila folder.
- Each player designs a structure with some of his or her cubes, using the manila folder to hide the structure from the other player's view. The player then draws the top, front, back, and side views of the structure on separate index cards. The player also computes the structure's volume in cubic units, writing this on a fourth index card.



● GO!

- Player A tries to guess Player B's structure. Player A does this by asking Player B for one of the index cards that shows one of the views of the structure. Player A tries to build Player B's structure.
- Player A receives 4 points for correctly building Player B's structure after receiving only one piece of information, 3 points for correctly building after only two pieces of information, and so on.
- If Player A cannot build Player B's structure after receiving all 4 pieces of information, then Player B receives 2 points.
- Player B now tries to build Player A's structure.
- **Who Wins?** Play continues for an agreed-upon number of structures. The player with the most points at the end of the game wins.

