





In-Class Game

The Transformation Game

● Get Ready!

Separate the class into groups of four.

- The Transformation Game master, p. 22
- The Transformation Game Board master, p. 23
- The Transformation Game Pieces master, p. 24
- The Transformation Game Cards masters, pp. 25–26
- 30 index cards per group 
- scissors 
- tape  or glue 

● Get Set!

Make a copy of The Transformation Game master on page 22 for each student in the class. Photocopy The Transformation Game Board master on page 23 onto card stock for each group. Photocopy The Transformation Game Pieces master on page 24 onto a clear transparency. Cut out the game pieces and give each group four different game pieces. Make a copy of The Transformation Game Cards masters on pages 25 and 26 for each group. Have students cut out the game cards, tape or glue them to the index cards, and draw a “?” on the reverse side.

● Go!

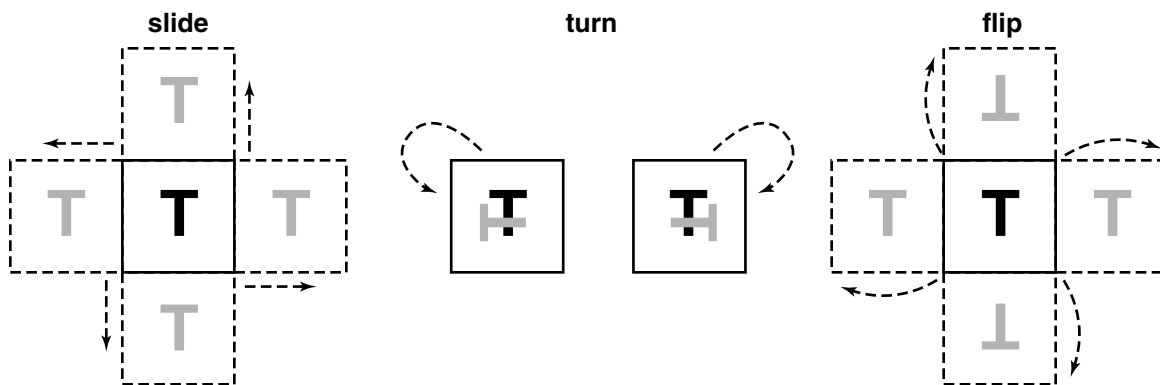
- Choose the corner square that matches your game piece. Place your game piece so that it matches the T on your corner square. The goal is to reach the square that is diagonally opposite from your starting square.
- A player chooses a card from the card pile, follows the instructions, and places it faceup in a discard pile. A playing piece may be moved following the instructions on the card if and only if the T can be made to match the T on the *final square* on which it lands. Two or more players may occupy the same square. Diagonal moves are not permitted.
- Free spaces do not have a T on them. Playing pieces may land on free spaces facing any direction. However, if a player lands on an occupied free space, his or her piece must match the piece that is already there.
- A player loses his or her chance to move only if it is impossible to follow the instructions on the card. The first player to move into his or her diagonally opposite corner square is the winner.

In-Class Game

The Transformation Game

Work in groups of four.

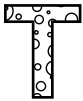























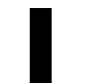

















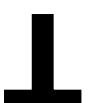

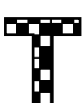






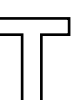
- Place the card pile in the middle of the table. Choose the corner square that matches your game piece. Place your game piece so that it matches the T on your corner square. The goal is to reach the square that is diagonally opposite from your starting square.
- A player chooses a card from the card pile, follows the instructions, and places it faceup in a discard pile. A playing piece may be moved following the instructions on the card if and only if the T can be made to match the T on the final square on which it lands. Intermediate steps need not match, but all steps must be carried out in the exact order in which they appear on the card. Therefore, the T on the playing piece must always match the T on the game board space on which it sits. Two or more players may occupy the same square. Diagonal moves are not permitted.
- There are three types of moves: slides, turns, and flips.



- Free spaces do not have a T on them. Playing pieces may land on free spaces facing any direction. However, if a player lands on an occupied free space, his or her piece must match the piece that is already there.
- If a player can move, he or she must move, no matter what. A player loses his or her chance to move only if it is impossible to follow the instructions on the card. The first player to move into his or her diagonally opposite corner square is the winner.

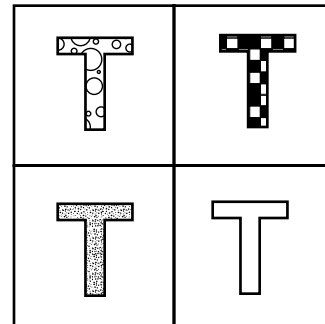
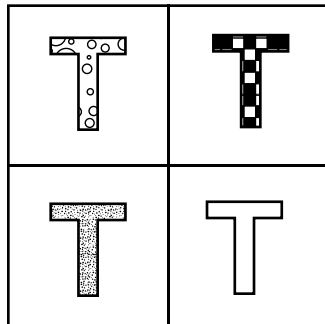
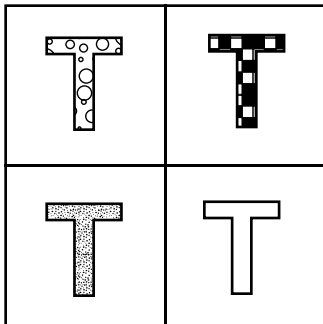
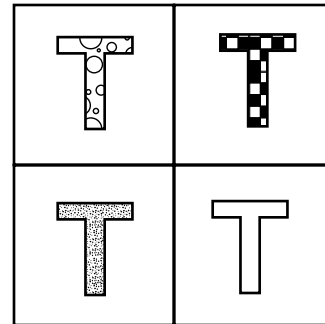
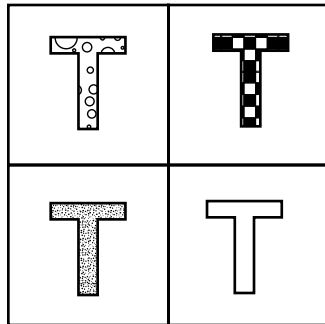
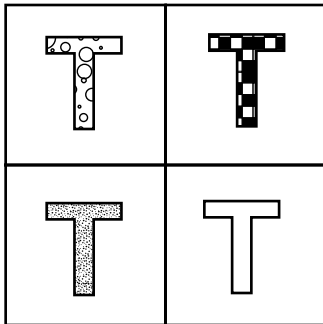
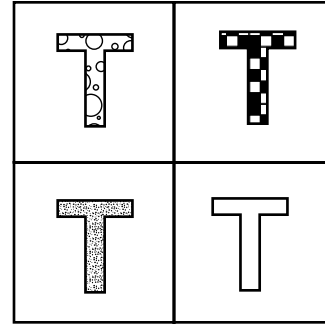
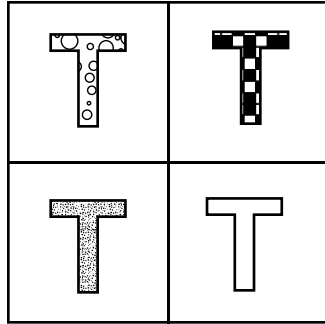
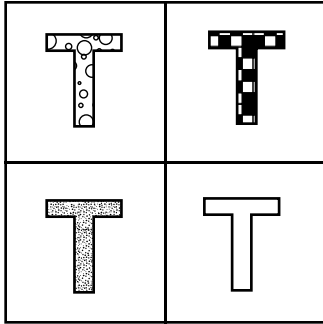
In-Class Game

The Transformation Game Board

In-Class Game

The Transformation Game Pieces



In-Class Game***The Transformation Game Cards***

SLIDE	SLIDE and TURN	SLIDE and TURN
FLIP, SLIDE, and TURN	TURN, SLIDE, and FLIP	SLIDE, TURN, and FLIP
FLIP, SLIDE, and TURN	TURN, SLIDE, and FLIP	SLIDE, TURN, and FLIP
TURN, FLIP, and SLIDE	SLIDE, FLIP, and TURN	FLIP, TURN, and SLIDE
TURN, FLIP, and SLIDE	SLIDE, FLIP, and TURN	FLIP, TURN, and SLIDE

In-Class Game***The Transformation Game Cards***

FLIP	FLIP and TURN	TURN and FLIP
FLIP	FLIP and TURN	TURN and FLIP
TURN	FLIP and SLIDE	SLIDE and FLIP
TURN	FLIP and SLIDE	SLIDE and FLIP
SLIDE	TURN and SLIDE	TURN and SLIDE