

TANGRAMS RACE

OVERVIEW

Bring excitement and geometry into the classroom with Tangrams Race, a relay race! Students form groups of three and take turns receiving descriptions on their phones of geometric shapes that they are challenged to find on the other side of the room. Players race back and forth, relay style, until they have collected all nine tangram pieces that are part of a Tangram puzzle. The first team to assemble their puzzle wins.

MATERIALS

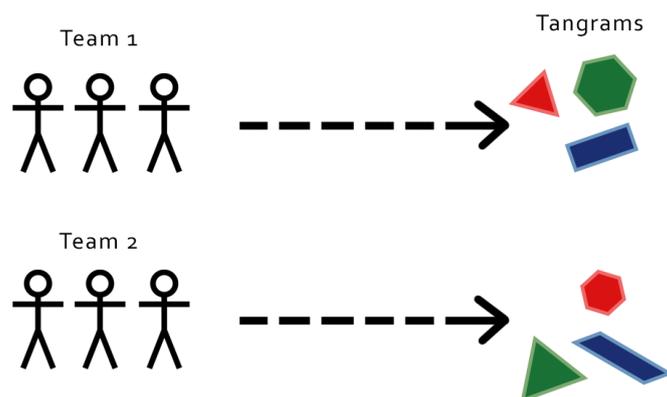
- 1 set of Tangram shapes per team (See WearableLearning.org for material downloads)
- 1 set of Tangram puzzles per team
- 1 cell phone per player

SETUP

Print and cut out a set of materials for each team. Set up in an open area that can support a small relay race for children to run through. Make sure that there is enough room for one student from each team to run at a time. The students will start on one side with their phones in groups of three. The other side of the room should have the Tangram shapes for each team needed to create the Tangram puzzle. The Tangram puzzle sheets should be located on the same side as the teams at the start, face down.

Estimated setup time: 5 minutes

Example setup diagram:



RULES

1. Each team forms separate lines for the relay race. Teams line up on one side of the room opposite from the tangram pieces.
2. The first player from each team will receive a description of a shape on their phone and run to find the matching tangram piece. Players should input the color code of the piece into their phone, which tells the player whether or not they have selected the correct piece.
3. If the player inputs the code of an incorrect piece, they must return to their team and try again on their next turn.
4. Once the player finds the correct piece they run back to their team and the next player begins their turn. This cycle repeats for each team until all the correct pieces are collected.
5. After collecting all of the pieces the teams can flip over the puzzle sheet. The players must construct the Tangram puzzle from the pieces. The teacher will verify whether or not a team has constructed the correct puzzle.

LAUNCHING THE GAME

For Players:

1. Create an account on wearablelearning.org if you haven't already.
2. Log into wearablelearning.org on your cell phone as a player.
3. Enter the game pin provided by your instructor.
4. Choose your assigned team and player number as you log in.

LAUNCHING THE GAME

For instructors:

1. Identify the total number of student teams that will be playing to determine the number of game instances to start: start one game instance if you have 1-9 players, and two game instances if you have 10-18 players.

2. Assign each player a team and player number in the WLCP before they log in.

Game instance 1 (players 1-9).

Team 1 (players 1-3)

Team 2 (players 1-3)

Team 3 (players 1-3)

Game instance 2 (players 10-18).

Team 1 (players 1-3)

Team 2 (players 1-3)

Team 3 (players 1-3)

3. Log into wearablelearning.org as a game manager.

4. Start as many game instances as you need for the game named "tangramracethree".

5. Once the game instance is started, give your players the game pin.

- For players 1-9 give them the game pin from the first instance.

- For players 10-18 give them the game pin from the second instance.

6. Have players log in, enter the game pin and join the game with their designated team and player numbers assigned to them.