

Annex II. Rules of GeoBlocks

Objective:

To work collaboratively in teams to fit geometric pieces into a giant board and complete rows without gaps, enhancing teamwork, communication, and spatial reasoning skills.

Game Setup:

- **Team Formation:**
Each team consists of 2-3 members.
Teams should be diverse in skills and personalities to promote inclusivity and collaboration.
- **Game Board:**
A large A3-sized sheet, decorated to enhance engagement, will be used as the giant GeoBlocks board for placing geometric pieces.
The board will have designated areas for piece placement and a clear boundary.
- **Pieces:**
Teams will have a variety of geometric pieces (e.g., pentominoes, blocks) to choose from, each varying in shape and size.
Each piece must be clearly identifiable.

Gameplay:

- **Turn-Based Play:**
Teams will take turns selecting and placing their chosen geometric pieces onto the board.
A timer is set for each turn (1 minute and 30 seconds) to encourage quick decision-making and strategic planning.
- **Random Distribution of Pieces:**
The teacher will randomly distribute pieces one by one to each team member at the start of their turn. This prevents any team from having prior knowledge of the pieces they will receive, ensuring a fair and unbiased gameplay experience.
- **Placement Rules:**
Pieces must be placed within the boundaries of the board and cannot overlap with other pieces already placed.
The goal is to complete rows across the board without any gaps.
- **Transformations:**
Teams are encouraged to rotate and reflect their pieces before placing them on the board. They can discuss and experiment with different transformations to see how they fit best.
- **Communication:**
Teams must communicate effectively, discussing strategies and planning their moves collaboratively. All team members' opinions should be heard before deciding.

Scoring:

- **Points:**
Points are awarded for each completed row. For example: 1 point for a single row completed. Additional points can be awarded for teamwork and effective communication as observed by the teacher.
- **End of Game:**
The game ends after 1 minute and 30 seconds regardless of how many pieces are placed. Pieces that have been added after that time, will be removed from the board.
The team with the highest score wins.