

Attribute Block Activities

Attribute Blocks: a set of blocks that includes shapes which vary according to shape, colour, size and thickness.

Who Am I Puzzles

I am small, but not thin. I have more than three sides, but fewer than six. I am yellow. I am not a square. Who am I?

I have more than three sides, all the same length. I am the colour of a stop sign. I am large, but not thick. I am not a square. Who am I?

I have no corners. I am not thick. I am neither red nor yellow I am small. Who am I?

I am thick and large. Each of my sides is the same length. I am blue. I have four sides. Who am I?

I have more than four corners. I am not yellow. I am large and thick. I am not blue. Who am I?

Have students create their own Who Am I? puzzles.

THE ONE DIFFERENCE GAME

Materials: set of attribute blocks

Expectation: Make a path with the attribute blocks so that adjacent blocks vary by only one attribute.

- Divide blocks among players.
- Player 1 picks one of his blocks and places it in the centre.
- Player 2 places one of the blocks adjacent to the first block. This can vary by only one attribute from the first block.
- Player 3 can place a block at either end of the path. It can vary only one attribute from its neighbour.
- Play continues until a person gets rid of all his blocks or nobody can play.
- The winner is the first player to get rid of all his blocks or the player with the fewest blocks when no one can play.

ATTRIBUTE MATCH

Materials:

- A set of attribute blocks.
- A set of attribute cards, each with one word describing one attribute i.e. "red", "triangle", "large". **Make five** cards for each word.

Expectation: To match blocks to as many attributes as possible.

- Stack cards by attribute face down in centre.
- Attribute blocks are divided evenly amongst players.
- First player draws a card from each attribute pile. He/she then selects from his/her blocks a block that **fits** as many of the attributes as possible.
- The following points are given.
 - 4 - block has all four attributes
 - 3 - block has 3 attributes
 - 2 - block has 2 attributes
 - 1 - block has 1 attribute
 - 0 - block has 0 attributes
- Points are recorded. First player puts cards on bottom of each stack and removes his block from play.
- Play continues until all attribute blocks have been used.
- The winner is the player with the highest score.