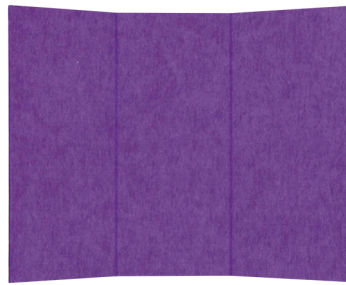




ZORBIT BARRIER GAME

Materials:

- Barrier/divider



- Attribute blocks



- Barrier game grid (attached)



Curriculum Code:

Math Concept:

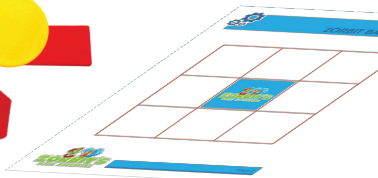
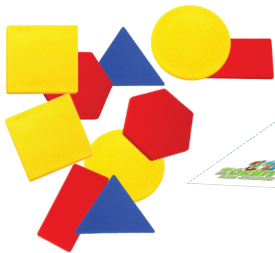
Describe objects in the environment using names of shapes, and describe the relative positions of these objects .

Number of Students:

PARTNERS

Directions:

Working with a partner, have the children sit opposite each other with a divider between them. Player 1 places an attribute block in each space on their grid without letting their partner see their work. That child then has to explain to the other player how to place attribute blocks to match their grid using the name of the attribute blocks and positional language to explain where to place them. Then remove the divider and see if the grids match. Have them switch roles and play again.





ZORBIT BARRIER GAME