

The Mirror Game

Mathematics concepts, competencies and strategies:

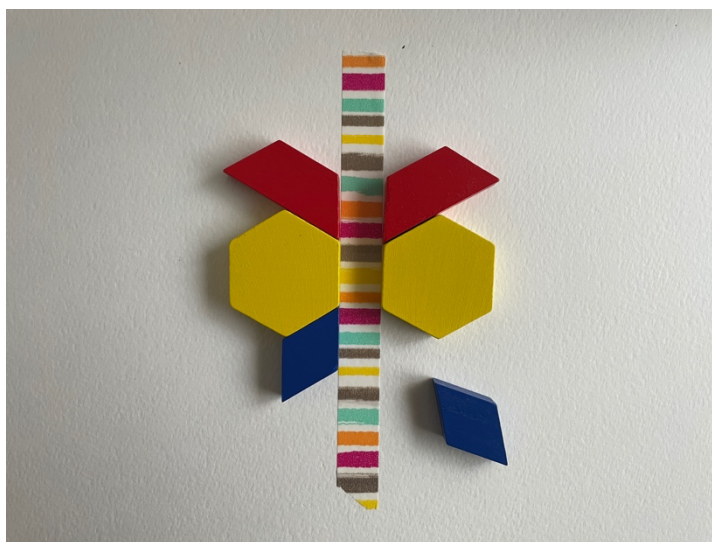
attributes of shapes, symmetry, subitizing, counting

Materials:

pattern blocks (or other geometric material), flat surface, masking tape, barrier (file folder, large book, piece of cardboard), dice

How to play:

1. To play in partners, the first student places a block and the second student finds and places the same block in the mirror image location next to the first student's block. This can be played across a piece of masking or washi tape as the line of symmetry or mirror.
2. The second player now repeats the process by placing a block and the first player now has to place a block in the mirror position.
3. Play continues until each student places ten blocks and the students check for "mirror reflection" in their design.



Other ways to play:

- You can add dice to the game and have the first student roll the dice to indicate how many blocks to place and then the students continue to take turns.
- By adding a barrier down the middle (file folder, piece of cardboard, large book) the student now also must orally describe to their partner what block they have placed and where they have placed it to the other student.

