

Topics: Logic Games, Patterns, Codes

Materials List

- ✓ Game board (matte board, permanent marker, box lid or other similar barrier)
- ✓ Game pieces of 4 different colors (about 25 of each)
- Plastic cylinders to create "clue pellets" (about 25)
- ✓ Tiny stickers

This activity can be used to teach:

• Problem Solving and Reasoning (Common Core Math Standards: Mathematical Practices Grades 3-8)



Break the Code

Using Logic to Figure Out a Simple Code



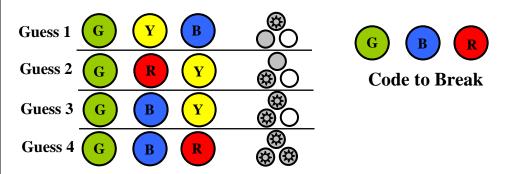
In this logic game, a player uses clues to help them break a hidden code in as few guesses as possible.

Assembly

- 1. Create the game board by drawing 10 rows of 3 larger circles about 5 cm (~2") in diameter and 3 smaller circles about 13 mm ($\sim^{1/2}$ ") in diameter onto a large piece of cardstock or matte board.
- 2. Create the "Code to Break" line on 1 end of the game board by making a row with only 3 larger circles.
- 3. Create the "clue pellets" by placing a tiny sticker on 1 end of each black, plastic cylinder. (Note: pellets may need to be washed before assembly and play.)

Playing the Game (for 2 players)

- 1. While Player "A" turns away, Player "B" creates a code by placing game pieces onto the spaces of the "Code to Break" line. The code may include any combination of colors in any order (e.g. "blue, green, red"; "green, red, green"; "green, green, green"). Player "B" hides this code from sight using the barrier.
- 2. Player "A" makes a first guess of the code in the first row of circles.
- 3. Player "B" responds by placing "clue pellets" in the small circles corresponding to correct guesses. A "clue pellet" placed "plain-end up" indicates that a piece is the correct color, while a "clue pellet" placed "sticker-end up" indicates that a piece is the correct color AND in the correct location. "Clue pellets" do NOT indicate which game piece is correct, but only the total number correct.
- 4. Play continues until the code is correctly guessed.



Sample Game:

- **Guess 1**: Green is a correct color in the correct place; Blue is a correct color, but in the wrong place. 2 "clue pellets" are placed: 1 "sticker-end up" and 1 "plain-end up".
- **Guess 2**: Green is a correct color in the correct place; Red is a correct color, but in the wrong place. 2 "clue pellets" are placed: 1 "sticker-end up" and 1 "plain-end up".
- **Guess 3**: Green is a correct color in the correct place; Blue is a correct color and now also in the correct place. 2 "clue pellets" are placed, both "sticker-end up".
- **Guess 4**: Green, Blue, and Red are all correct colors in the correct places. 3 "clue pellets" are placed, all "sticker-end up". The hidden code is revealed.

Web Resources (Visit <u>www.raft.net/raft-idea?isid=6</u> for more resources!)