

Flower Power

Materials

- spinner made with GeoRel1.BLM3: Flower Power Spinner, a paper clip, and a pencil (1 spinner per group of students)
- Flower Power Game Board (1 per student)
- pattern blocks

Have students play Flower Power in groups of three or four.

Tell students to take turns spinning the spinner on Flower Power Spinner to determine which pattern block to place on their Flower Power game board.

Explain that if the spinner indicates a pattern block shape that cannot be placed anywhere on a player's game board, the turn passes to the next player.

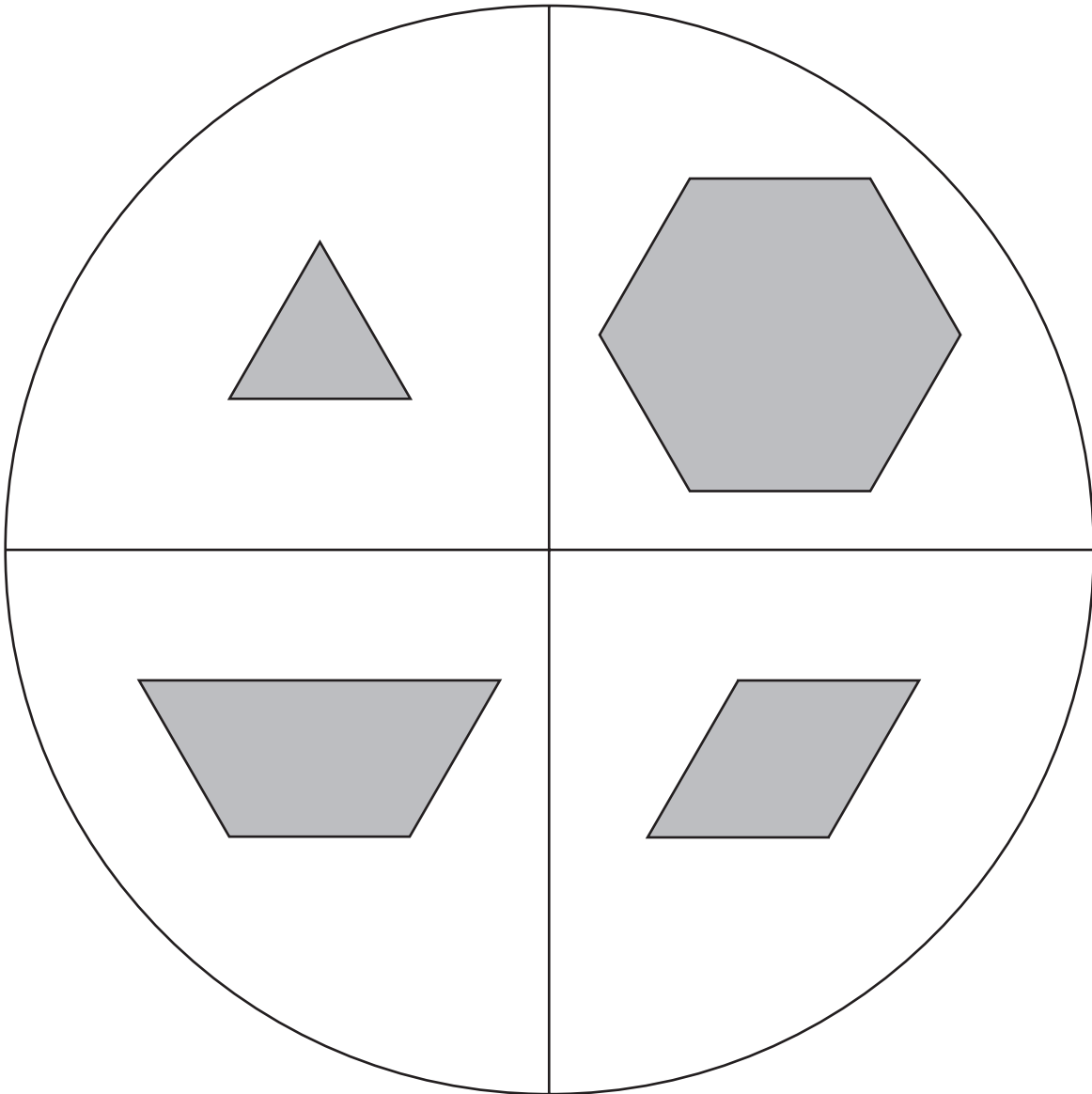
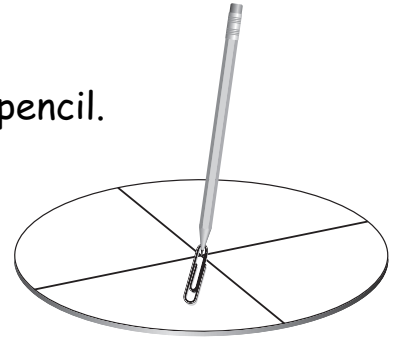
The game is finished when a player fills his or her game board with pattern blocks.

Variations of this game are possible:

1. Players may not move pattern blocks once they have been placed on their game board.
2. Players may move pattern blocks on their game board in order to accommodate new blocks as they are added.
3. One player spins and all players have to use that block.

Flower Power Spinner

Make a spinner using this page, a paper clip, and a pencil.



Flower Power Game Board

