

Shapeshifter Activity

Materials:

- a. Each player needs a copy of the Shapeshifter Game Board.
- b. Pentominoes
- c. Blank dice with the six sides labeled: reflection, reflection, translate 2, translate 3, rotate 90° , insert 180° . These labels can be modified as you see fit (e.g., change the translate 2 to translate 1).

Game Play

1. Each player chooses one of the shapes and places it so one square is on the Start square.
2. One player rolls the dice. Each player performs the indicated transformation with their shape on their respective boards. The shape must remain within the boundaries of the game board.
3. Players continue to roll in turn, moving their shape until one player has part of their shape on the Finish square.

Notes:

- a. It may be easier to perform the transformations if each player takes two shapes the same, but different colours. The first is used to mark where their piece started; the second is used to perform the transformation. This way the starting and end point of the transformation can be seen.
- b. You can require that all rolls have to be performed, even if a player has to move their piece away from the finish. The alternative is to allow players to pass on a roll if they don't think it will help them.