

# Guess My Rule

---



Figure out your partner's rule faster than they figure out yours.

## What you need

12-15 objects that are familiar

## What to do

1. Examine the items carefully.
2. One person chooses 3 items from the group according to a common attribute (one thing about them that is the same). Do not tell the other players why you have chosen your 3 items!
3. The other players take turns choosing another item that fits into your group and must tell why it fits.
4. Keep going around until everyone has had three chances to "guess the rule".
5. The first player announces when someone has figured it out by saying, "You guessed my rule!"
6. If no one gets it, the first player tells everyone the rule and the next person gets to create their rule.
7. Play again!

## What to ask

- What colors do you see on your items?
- What is the same about them? What is different?
- Are there any items in the group that are unique for some reason?
- Are there any items that have two or three things alike?

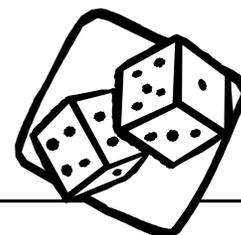


## Did you know?

Sorting and classifying are very basic math skills and very important for children to understand. When they have a solid base and understanding of these concepts, they are able to take those skills and understand higher level math problems.

---





---

## What's next?

- Play the game by grouping together 4 objects. Have someone figure out which object does NOT belong in the group.
- All of the objects in your group should have two attributes in common.
- Try playing it by figuring out a group of three objects that do NOT have a specific characteristic in common.

## To learn more

### ***Ten Black Dots***

*by Donald Crews*

One dot can make a sun or a moon when day is done. Two dots can make the eyes of a fox. Count all the way to ten with Donald Crews and delight in the simple rhymes, everyday objects and stunning graphics.

## How it helps with school

### **Texas PreKindergarten Curriculum Guidelines**

Patterns, Classification and Data Collection

### **Texas Essential Knowledge and Skills (TEKS) Standards**

Patterns, Relationships, and Algebraic Thinking: K.5, K.6A; 1.4A; 2.6C

Geometry and Spatial Reasoning: K.8A-C; 1.6A

Probability and Statistics: K.12A-B; 1.9A-C

Underlying Processes and Mathematical Tools: K.14A, K.15; 1.12A, 1.13; 2.13A, 2.14

### **National Council of Teachers of Mathematics (NCTM) Standards**

Data Analysis and Probability, Algebra, Reasoning and Proof, Communication

*Activity inspired by John Van de Walle, Elementary and Middle School Mathematics (5th ed). New York: Longman. (2001).*