

QUADRILATERAL GAME

MATERIALS: A set of property cards and a set of shape cards

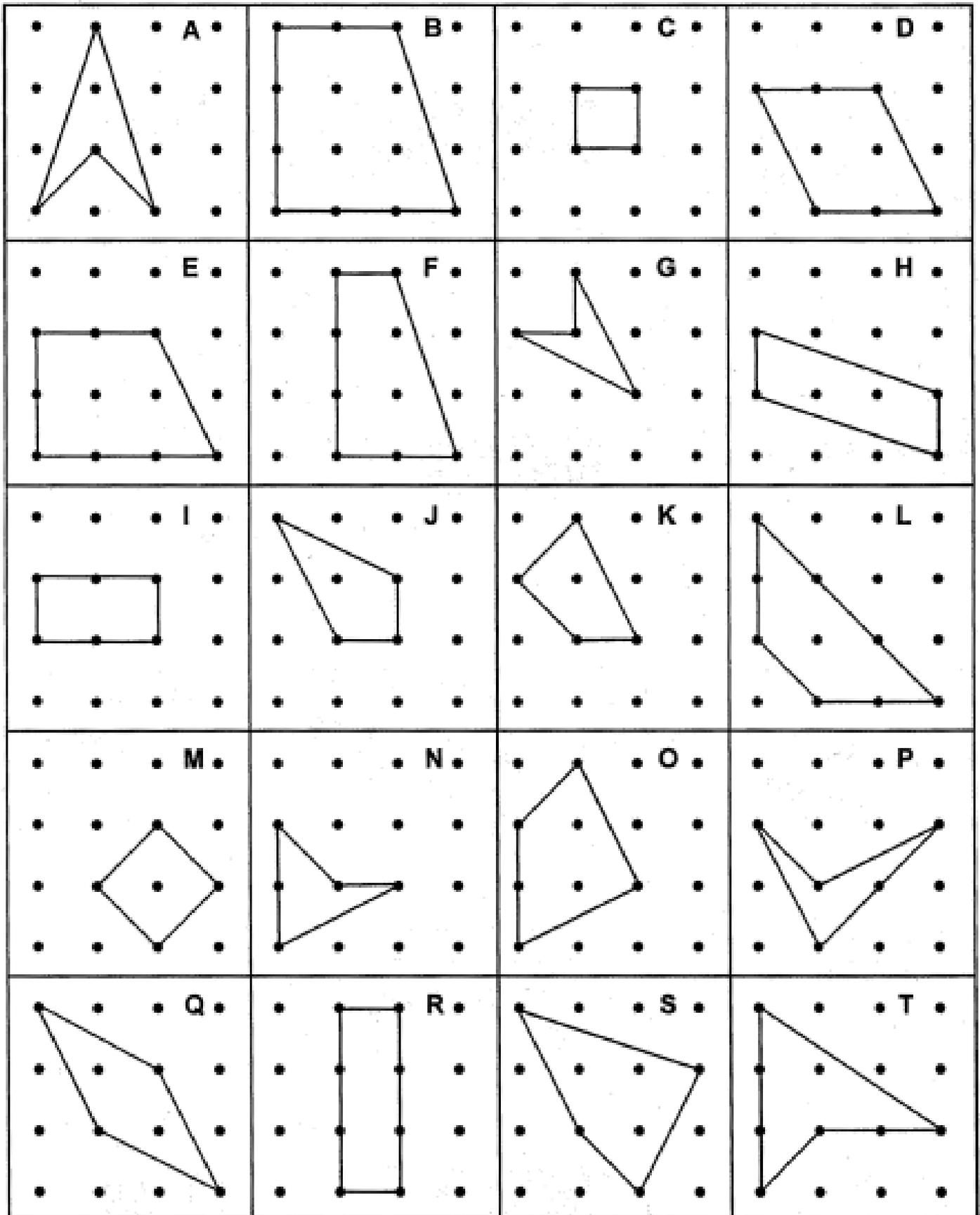
PLAYERS: Groups of two to four

RULES: Shuffle the property cards and place them face **down** in a pile. Spread shapes face **up** in the centre of the table. Players take turns turning over the top property card. The player who turns over the property card then looks for all the shapes (cards) which have that property and places them next to the property card in front of him/herself. Players may only take cards from the centre of the table but they should make note of the cards that have already been chosen by the other players. Play ends when all of the property cards have been turned over.

SCORING: 2 points for each shape card chosen from the centre of the table.

1 point for each shape card already chosen by another player but identified as having the identified property

The winner is the player with the most points



Area of 1 unit	Two equal sides	One axis of symmetry	A reflex angle
One right angle	Two right angles	Area of 2 units	Two pairs of parallel sides
Two pairs of opposite angles equal	An obtuse angle	One pair of parallel sides	Two equal angles
More than two right angles	Rotational Symmetry	More than two equal angles	More than one axis of symmetry
One pair of opposite angles equal	More than two equal sides	No equal angles	No equal sides