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# SYMMETRY

GEOMETRY

Erasmus+

## Class level

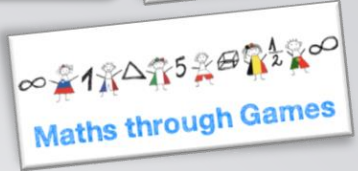
- 4 – 5 – 6
- 10 /12 years

## Number of players

- Maxi 6

## Performed by :

- Anaïs Héberlé / Caren Geiger
- Ecole André Aalberg
- Sainte-Marie-aux-Mines / France



## Aims of the game

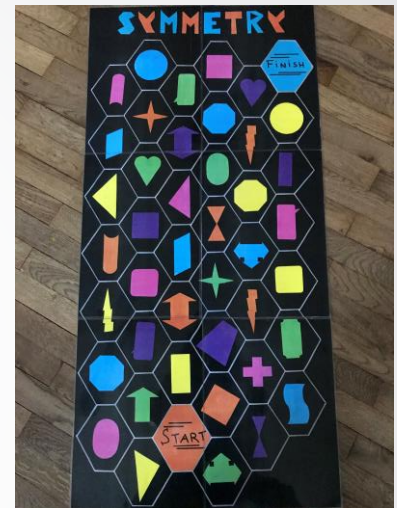
- Work together
- Know several geometric figures
- Know the symmetry

## Materials

- A box with
- a game board (six parts with Velcro bands)
- six pawns
- a wheel

## How to play ?

- Each player places his pawn on the “Start” square.
- One at the time turns the wheel and moves the pawn forward to the right square.



- If there is no available square, the player stays on the same position.
- The winner is the first one to get to the “Finish” square.