## Class level

- 4th $/ 5^{\text {th }}$ grades

| Number <br> of players <br> - |
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## Performed by :

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- Source : http://www4.ac-nancy-
metz-fillabomathicspip.php?article47


## Materials

- 1 game grid
- Stackable colored cubes (4 different colors)

16 cubes of the first color
12 cubes of the second color
8 cubes of the third color
4 cubes of the fourth color

## How to play?

## Build the skyscrapers :

To build one skyscraper, you must use cubes of the same color. The skyscrapers of the same size must have the same color.

You need : - 4 skyscrapers of 4 floors (in the first color)

- 4 skyscrapers of 3 floors
- 4 skyscrapers of 2 floors
- 4 skyscrapers of 1 floor
- Place the skyscrapers :

You must place 1 skyscraper by tile.
In a line or in a column, you must have one skyscraper of each size.
The numbers outside the grid give you some clues. They indicate the numbers of skyscrapers visible by a person located there.

- A example :
- Source : http://www4.ac-nancy-metz.fr/labomathic/spip.php?article47


In that case, the first number at the bottom of the grid, tell us we see 1 skysrapper. It means that the skyscraper of 4 floor is the first against the number.

The second number at the bottom, tell us we see 4 skyscrapers. II means that the skyscraper of 1 floor is the first against the number, then that of 2 floors, then that of 3 floors and at the end of the column that of 4 floors. We see so the 4 skyscrapers

