

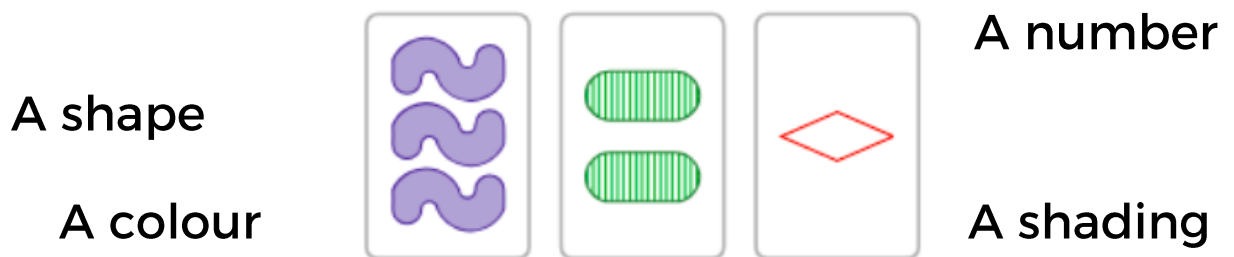


Set with Furbles

Set is an amazing game to get children focused on the properties of things.

Set is a game where you lay out rows of cards and try to find a set of 3.

Each card has a certain number of properties. In the commercially available card game, it's 4 properties each with 3 possibilities.



To make a set each one of the properties must be the same as the rest of the set or different from the other two in the set.

Furbles are polygon creatures that have 3 properties:

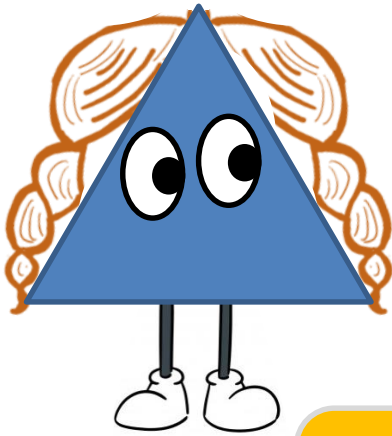
1. a colour
2. a number of eyes and
3. a number of sides (e.g. 3 sides or triangle)

They were invented by Alec McEachran

Set with Furbles

Furbles are polygon creatures that have 3 properties:

1. a colour
2. a number of eyes and
3. a number of sides (e.g. 3 sides or triangle)



So this furbles is a

- blue
- triangular furbles
- with 2 eyes

You can ignore hair, feet and anything else

The three properties make them perfect for an introductory version of the game SET

The traditional reason I used furbles in this challenge was that there was an amazing web application available using furbles to help children understand all kinds of graphs and statistics in general. I don't know if that's still available any more unfortunately

They were invented by Alec McEachran and you used to be able to find a really useful app on his site – Ptolemy.co.uk

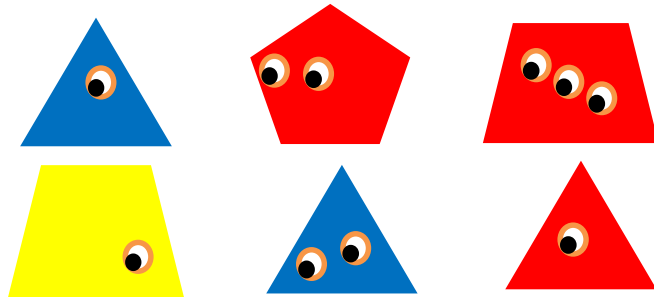
How to Play

Lay out 9 cards in 3 rows of 3.

The first player looks for a SET.

When she thinks she has found one, check:

- Are the colours all the same or all different?
- Are the number of eyes all the same or all different
- Are the number of sides all the same or all different?



If they are, it's a SET. If for example, 2 are the same and the third different in any of the properties, then it's not a SET.

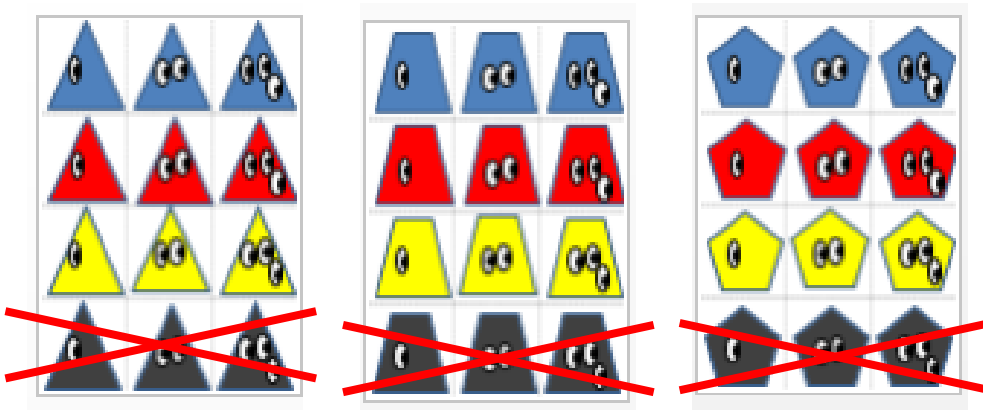
You can play this collaboratively or take turns and do so competitively.

If a whole round goes by and no one finds a SET, add another line of cards to make 12 cards

The Cards

You can print and cut out the cards on the following pages. Start off using just

- the blue, red and yellow ones
- The triangle, quadrilateral and pentagon ones
- Those with 1, 2 or 3 eyes.



You should have 27 altogether.

Once you've played with those a while, try including the fourth example of each property to make it up to 64 cards.



Try drawing your own furbles to add to the game!

Is that game much more easy or difficult?

