

Gridlock

Gridlock Gameboard

Players: 2-4

Co-operative

Materials: regular starter set of cuisenaire rods
one six-sided die
Gridlock game board - see next page

Skills: numerical values of cuisenaire rods
2-dimensional strategizing
introduction to area and multiplication
familiarity with grid, pre-graphing skills

Rules: On his or her turn, a player rolls the die twice to determine which Cuisenaire Rods to take. The first roll tells "how long" a rod to use. The second roll tells "how many" rods to take.

Players arrange their rods into a rectangle, place it on their grid. You may choose to calculate or use a rod track to calculate the area of the rectangle.

The game is over when one player can't place a rectangle because there's no room on the grid. Then players count or compute how many of their squares are uncovered.

Aim is to minimize this score.

