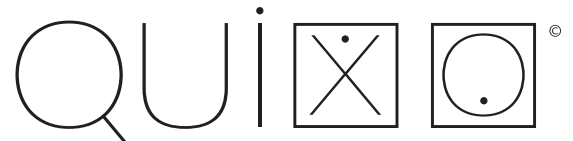


TEACHER SHEET



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CHOOSE, MOVE, ALIGN

LEARN THROUGH PLAY

TOPICS: ALIGNMENT AND ANTICIPATION

- **Objectives :**
 - learn to anticipate;
 - learn to reason logically;
 - move an object with a precise objective.
- **School level:** 5 to 11 years

The main objectives of this activity are to learn to move and place an object with a precise objective and reason logically.

The teacher sheet proposes several intermediate exercises to familiarise the pupils with the game's pieces and how to move pieces to align identical symbols or to stop an opponent winning.

Objectives of the exercises:

- Exercise 1 > Familiarise the pupils with the material and the vocabulary.
- Exercise 2 > Locate alignments of 5 identical symbols.
- Exercise 3 > Move the right piece to create an alignment.
- Exercise 4 > Move the right piece to block the opponent.

Once these exercises are complete, pupils will be able to play a full game and will have achieved the following:

- **Knowledge objectives:** understand a rule.
- **Know-how objectives:** observation and concentration; anticipation; develop long and short term strategies.
- **Behavioural objectives:** respect for the opponent and the rules, communication.

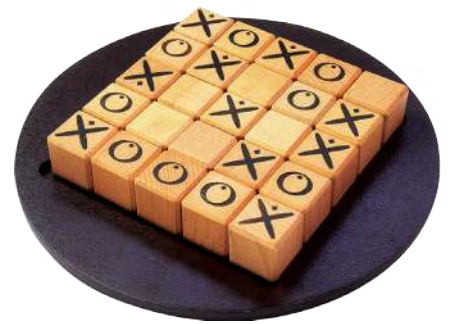
• The pupil sheet can be kept by pupils. It outlines the game rules with vocabulary the pupils can understand and gives a list of words to remember (these words can be explained in class).

PUPIL SHEET 1



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LEARN THROUGH PLAY

Exercise 1: Observing Quixo pieces

⇒ **Discovering the pieces of the game:**

- The teacher asks each pupil to take a game piece and describe it (free verbal expression for pupils)

The teacher introduces the term «face» then asks the pupils to answer these questions:

How many faces does a piece have?

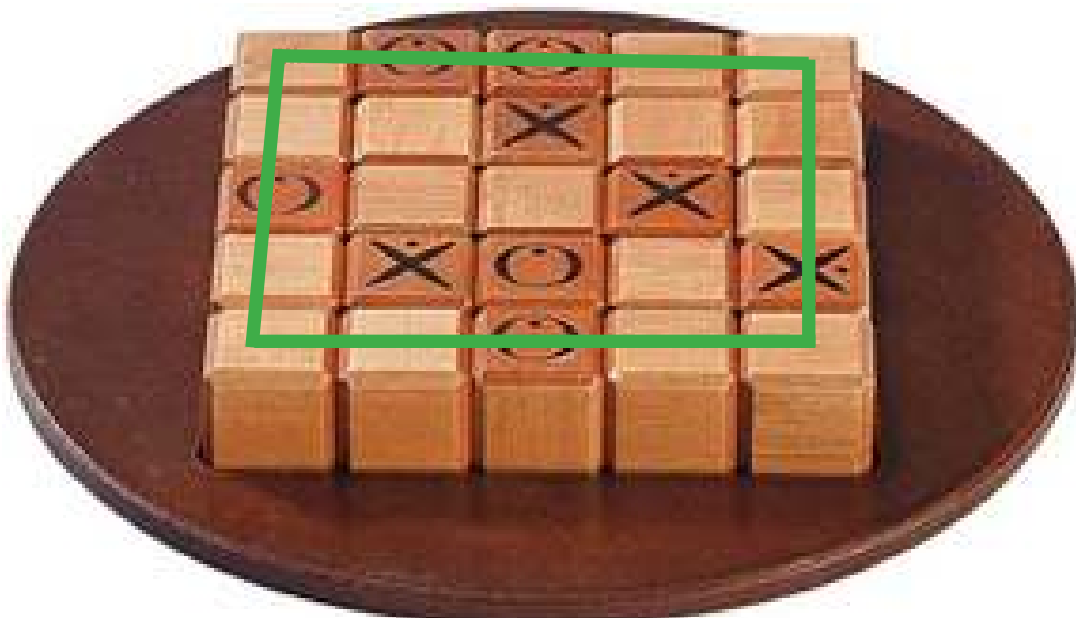
How many faces have no symbol? And the other faces?

The cubes with no symbol on the top face are called «blank faces».

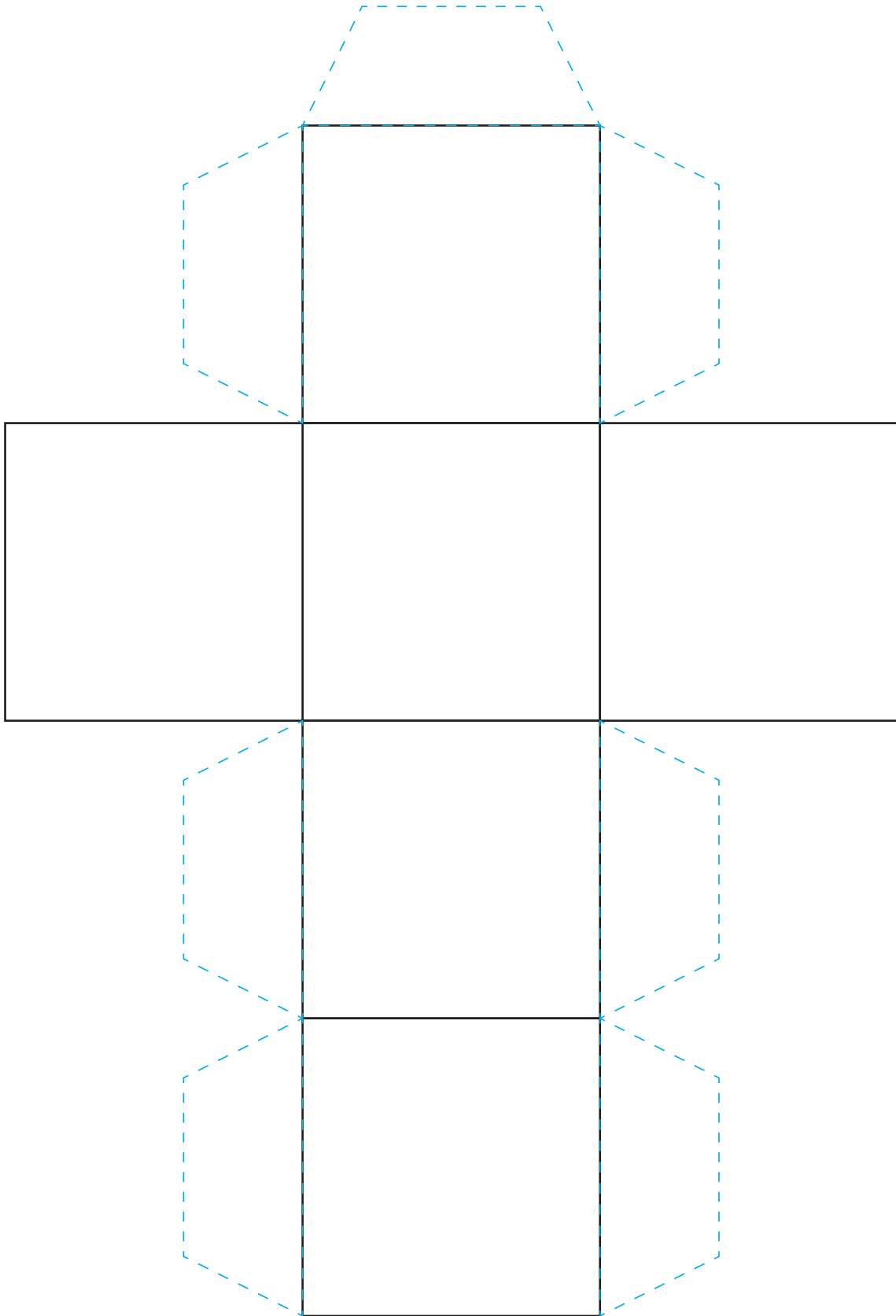
The teacher can develop the definition of this adjective. The other faces bear the «symbol» X or O.

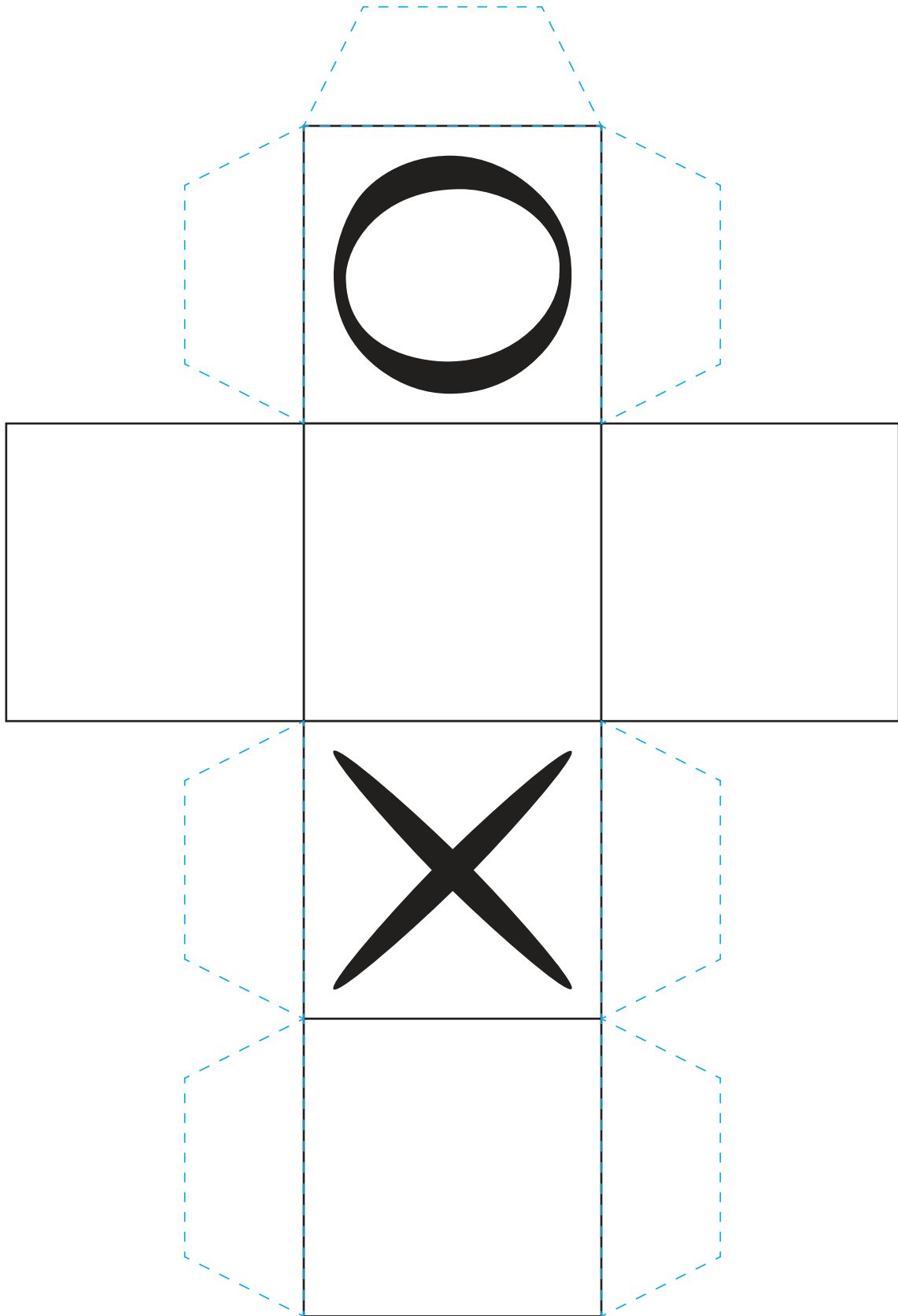
- Make a 5 x 5 cube (blank faces). (see the following page, Annex A)
- Make a Quixo cube (Annex B).

The teacher then shows the board and asks the pupils to point out the cubes on the «periphery». They then give a definition and synonyms for the term.



Annex A : making a cube





⇒ **Making alignments:**

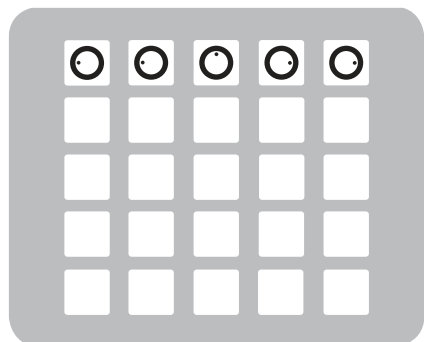
• The teacher asks the pupils (in groups) to make a line with 5 cubes bearing the O symbol. Observe the alignments made and introduce the terms «horizontal» and «vertical».

Take photos (optional) to keep a trace of the vocabulary covered.

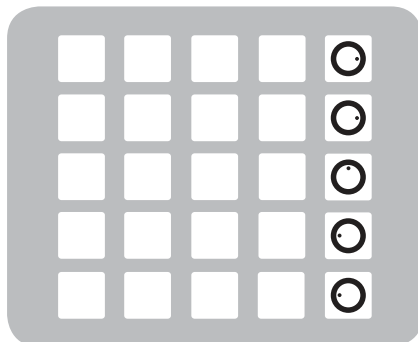
• Is it possible to place the 5 aligned cubes another way?

The teacher asks the question then leaves the pupils to think before introducing the term «diagonal».

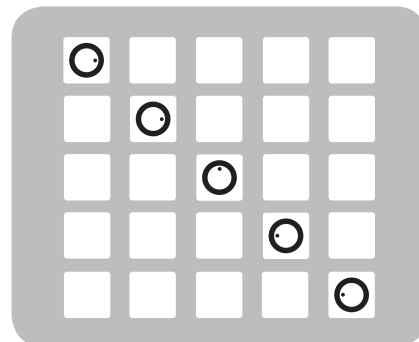
Vocabulary: cube, face, horizontal, vertical, diagonal, periphery, blank.



horizontal alignment



vertical alignment I



diagonal alignment

To familiarise the pupils with the notion of alignment, use 6 pieces to play on paper with a grille of 9 squares. Each player takes 3 pieces with his symbol (X or O on the top face) then follows these rules:

The pieces are placed outside the board. A player places a piece on one of the board's 9 squares, then in turn, each player places all his pieces. The pieces move one square forward or backward to the right or the left or diagonally.

The objective of the game is to form vertical, horizontal and diagonal lines with 3 identical symbols.

The player who succeeds in aligning 3 symbols wins.

Important: in this simplified rule, the cubes are never turned over and keep the same top face and symbol.

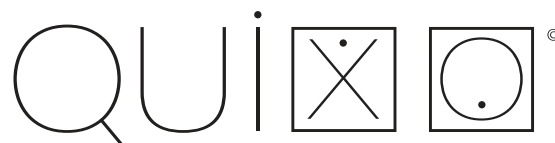
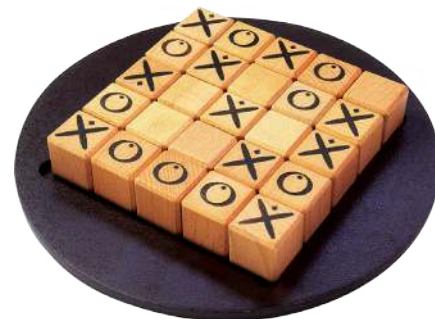
Notes: it is possible to exclude diagonal moves in the beginning.

PUPIL SHEET 2



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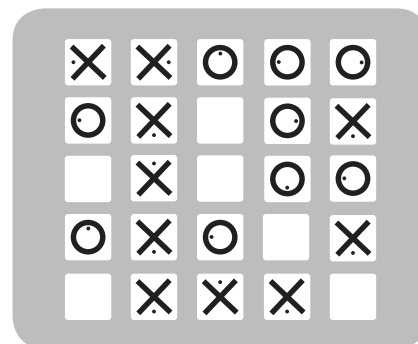
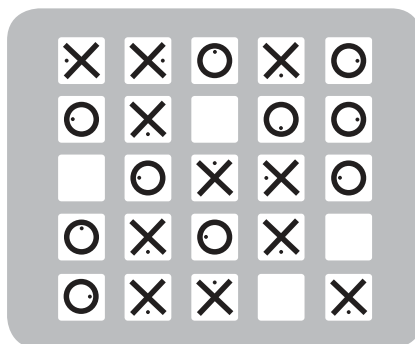
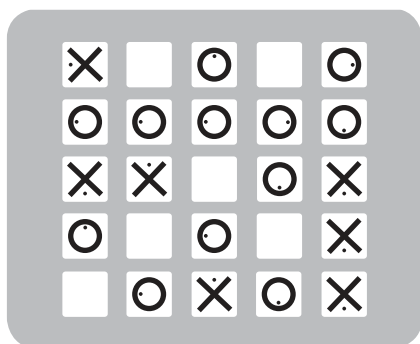
CHOOSE, MOVE, ALIGN

LEARN THROUGH PLAY

Exercise 2: Observing the Quixo game board

The teacher distributes photocopies of the board and asks the pupils to find alignments of 5 pieces and to describe them (using the vocabulary covered in sheet 1.)

Describe the alignment of 5 pieces (symbol and position) for each of the examples: «5 vertically aligned crosses».

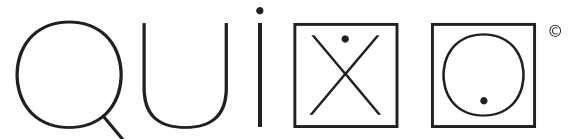
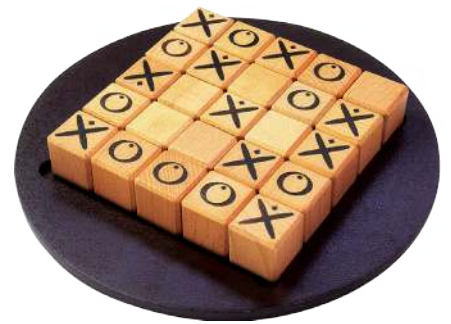


PUPIL SHEET 3



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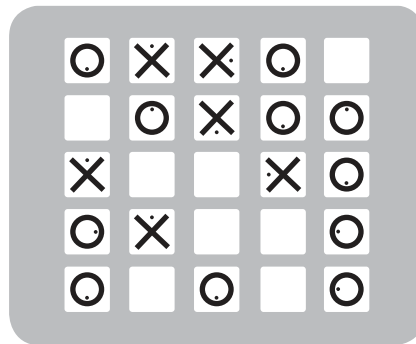
CHOOSE, MOVE, ALIGN

LEARN THROUGH PLAY

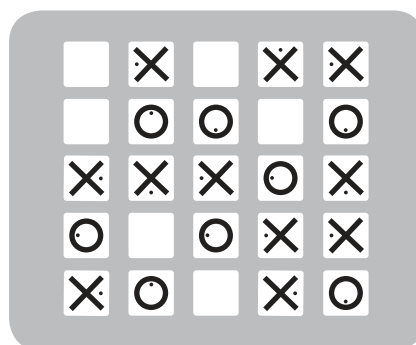
Exercise 3: Which piece do you need to move to win?

The pupils have copies of the board in which they only need to move one piece to win (the cube which is moved must be on the periphery of the plateau).

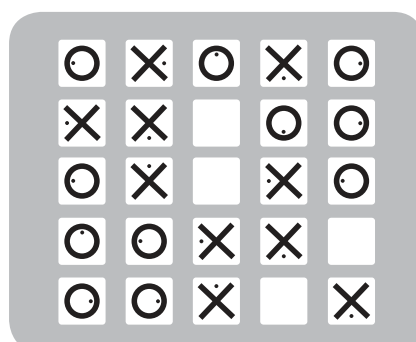
⇒ You have the O symbol and it is your turn. Which move do you need to make to win the game? Circle the chosen piece then show its move with an arrow.



⇒ You have the X symbol and it is your turn. Which move do you need to make to win the game? Circle the chosen piece then show its move with an arrow.



⇒ You have the O symbol and it is your turn. Which move do you need to make to win the game? Circle the chosen piece then show its move with an arrow.

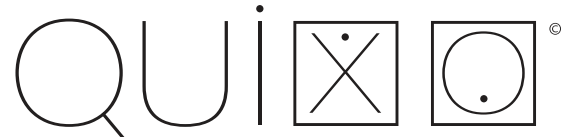
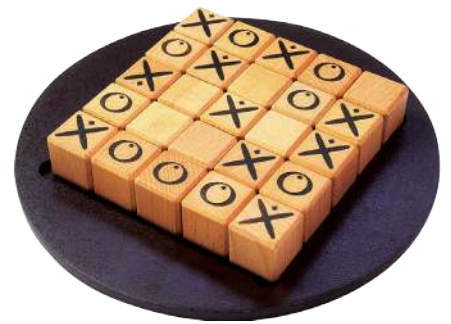


PUPIL SHEET 4



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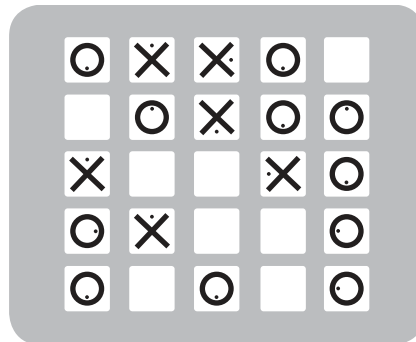
CHOOSE, MOVE, ALIGN

LEARN THROUGH PLAY

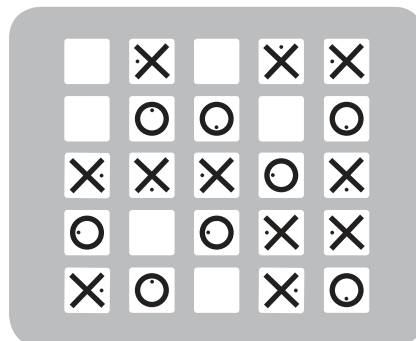
Exercise 4 : Which piece do you need to move to prevent your opponent from winning?

The pupils have copies of the board in which they need to move one piece to prevent the opponent from winning.

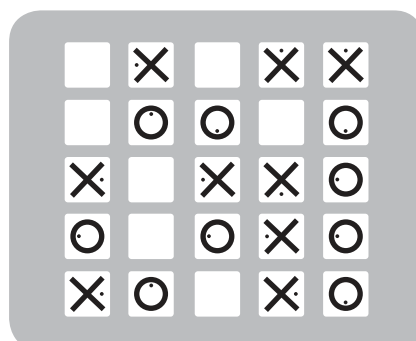
⇒ You have the X symbol and it is your turn. Which move do you need to make to prevent your opponent from winning? Circle the chosen piece then show its move with an arrow.



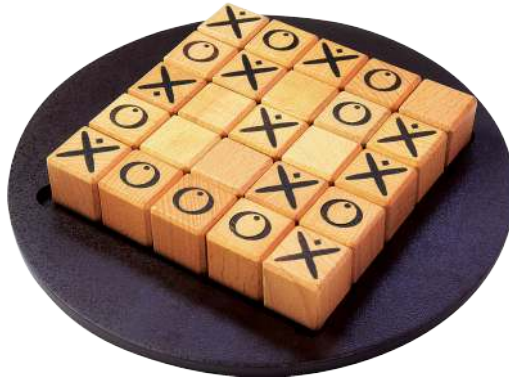
⇒ You have the O symbol and it is your turn. Which move do you need to make to prevent your opponent from winning? Circle the chosen piece then show its move with an arrow.



⇒ You have the X symbol and it is your turn. Which move do you need to make to prevent your opponent from winning? Circle the chosen piece then show its move with an arrow.



LET'S PLAY QUIXO!



👉 **Rules of the game (the figures mentioned are on the next page).**

Preparation: the 25 cubes are placed in the middle of the board, with a blank top face (fig 2). The two players choose together who plays with the crosses, who plays with the circles and who starts.

► **The aim of the game**

Create a horizontal, vertical or diagonal line with 5 cubes bearing your symbol (fig 5.)

► **Getting started:**

In turn each player chooses a cube and moves it using the 3 following stages. In no event can a player miss a turn.

1. Choose and take a cube: The player chooses and takes a blank cube or a cube bearing his symbol from the periphery of the board (fig 3). For the first round of the game, players can only choose a blank cube. A player can never take a cube bearing his opponent's symbol.

2. Changing the cube's symbol. Whether the cube is blank or already bears the player's symbol, it will always be returned with the player's symbol on its top face.

3. Putting the cube back: the player replaces the cube at the extremity of one the incomplete rows created when he took it; he pushes on this extremity to replace the cube. A player can never return a cube he has played to where he took it from.

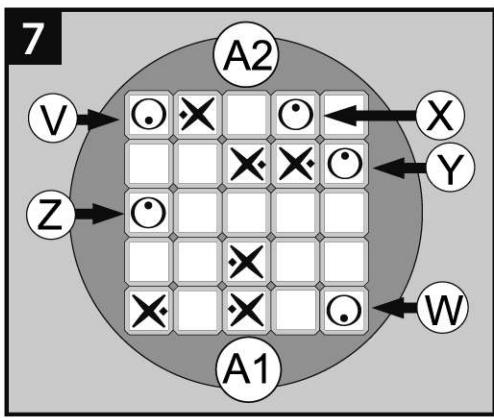
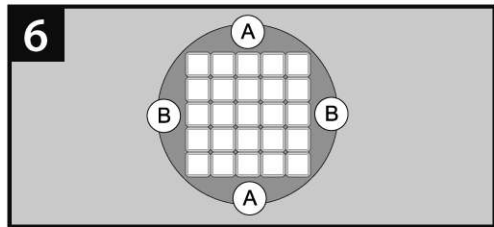
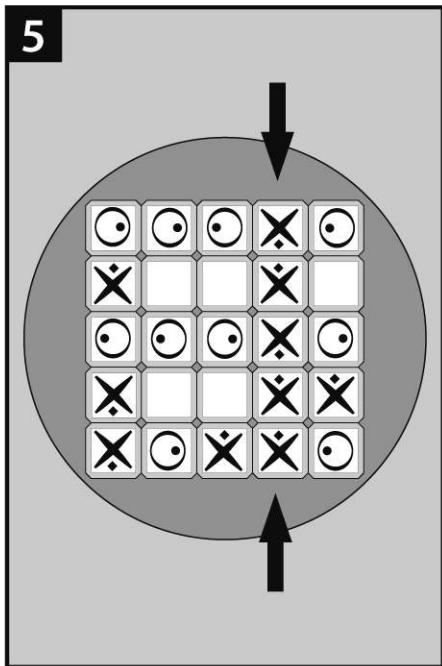
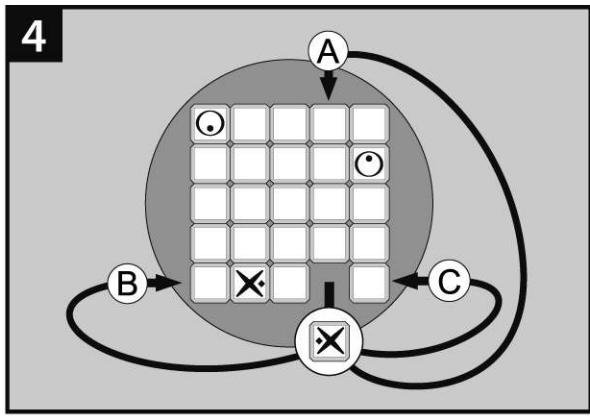
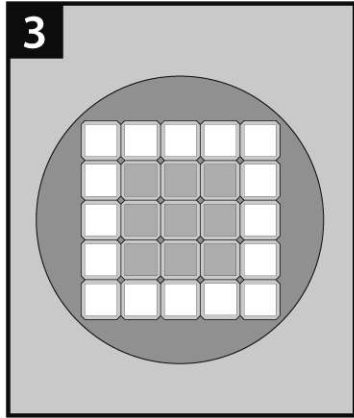
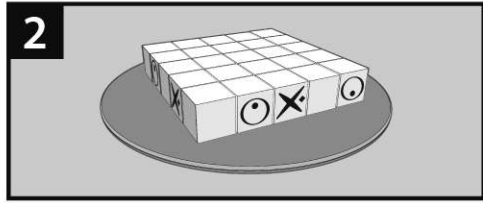
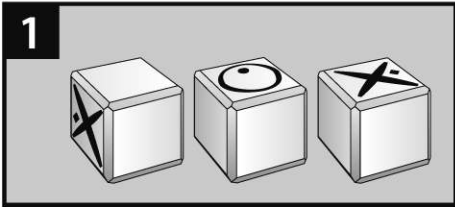
Fig 4: the cube can be replaced on the board by pushing on A, B or C.

► **The end of the game:**

The winner is the player who creates and announces a horizontal, vertical or diagonal line with 5 cubes bearing his symbol. A player who creates a line of the opponent's symbols loses the game, even if he has created a line of his own symbol at the same time.

Variations:

Playing teams: The players are in teams of two, the team members face each other, each playing on his turn in a clockwise direction. The players agree whether conferring is permitted before the game starts.

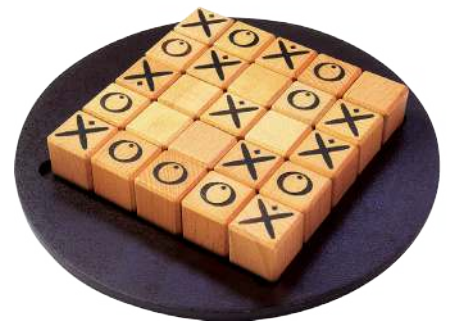


PUPIL SHEET : GAME HELP



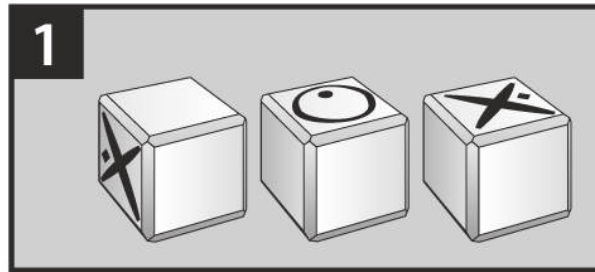
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LEARN THROUGH PLAY

Game pieces :



Presentation and preparation: The 25 cubes are placed in the middle of the board: they are placed with the top side blank, that is without an X or O. The two players choose together who plays with the X, who plays with the O and who starts.

The aim of the game: create a horizontal, vertical or diagonal line with 5 cubes bearing your symbol.

Playing the game:

In turn the players choose a cube and move it following these rules (you must follow all three points). In no event can a player miss a turn.

1. Choose and take a cube: choose and take a blank cube (with no symbol) or a cube with your symbol from the periphery (periphery) of the board. For the first round of the game, players can only choose a blank cube. A player can never choose a cube bearing his opponent's symbol: for example, if you are playing with X cubes, you can never take a cube bearing an O on its top face.

2. Changing the cube's symbol. Whether the cube taken is blank or already has your symbol, you must always replace it bearing your symbol on its top face.

3. Returning the cube: you can replace the cube to one of the incomplete rows created when the cube was taken: push on this end to replace the cube. A player can never put a cube he has played where he took it from.

The end of the game:

The player who creates and announces a horizontal, vertical or diagonal line with five cubes bearing his symbol wins. Be careful: you lose if you form a line of 5 cubes with your opponent's symbol.