

1

Sort by one feature

Pairs take two hoops and twelve mixed cards and sort them by whether the sides are straight or curved, with sizes and colours mixed in each hoop.

"What decides which hoop a card goes in?"

"There are big ones and small ones in the same hoop. Does that matter?"

2

Write the rule

Groups sort the cards into three hoops any way they choose, then write the rule for each hoop on a blank label and swap tables so another group can check that every card fits the label.

"What is the rule for this hoop? Write it on the label."

"Does every card in there fit the label you wrote?"

3

The hoops that cross over

Pairs overlap two hoops, label them straight sides and four corners, and sort ten cards, putting the ones where both rules are true in the overlap.

"Are both rules true for that one? Then where does it go?"

"Which cards could never go in the middle?"

4

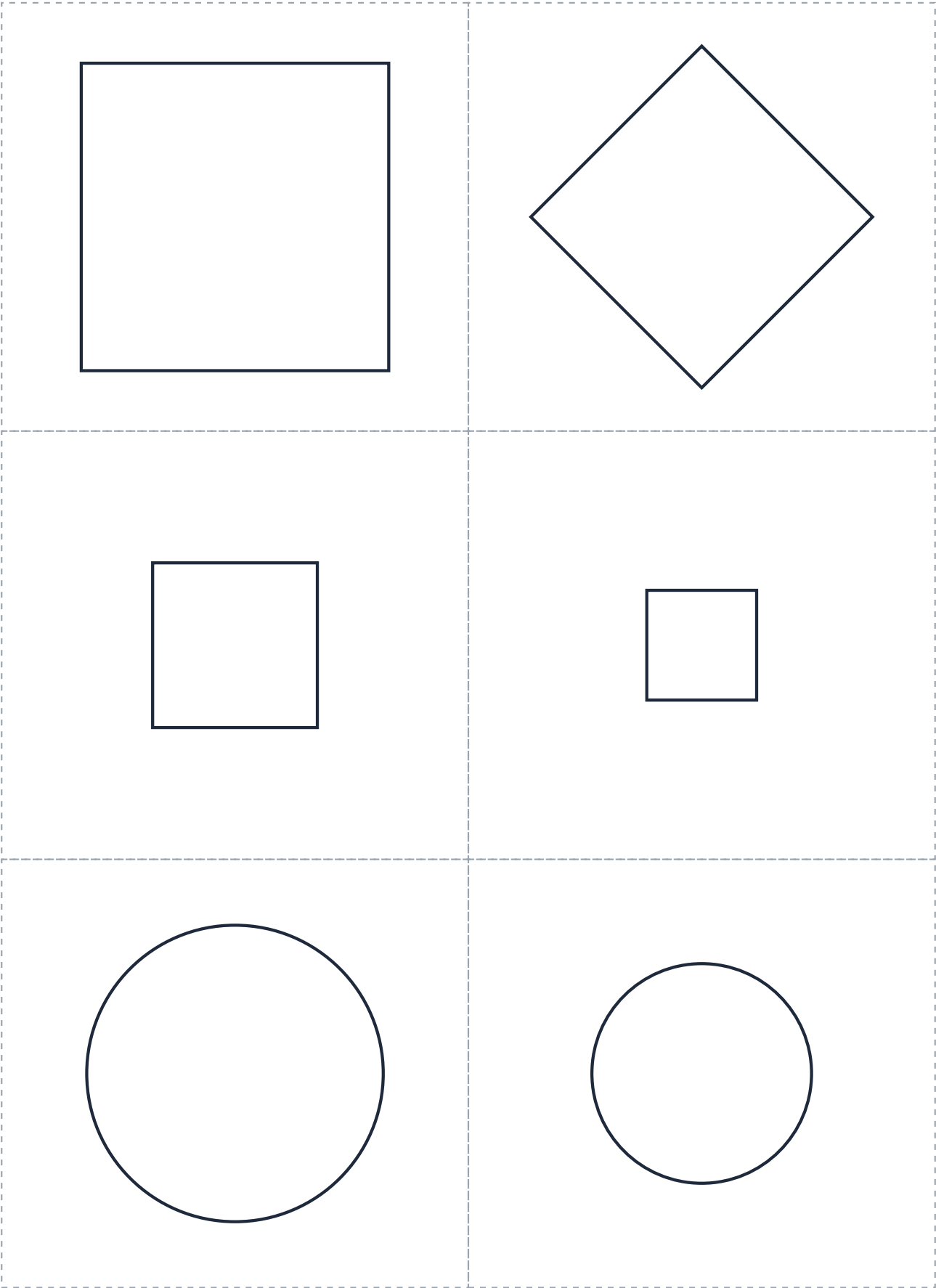
Find the one that does not fit

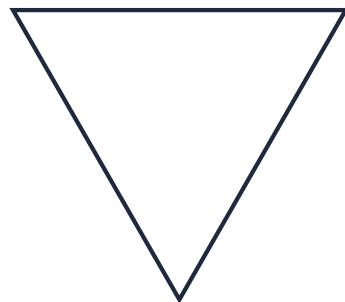
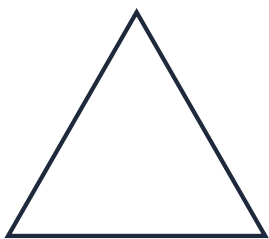
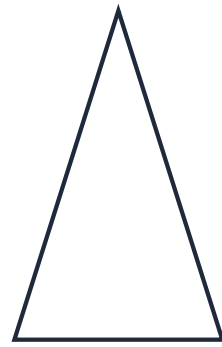
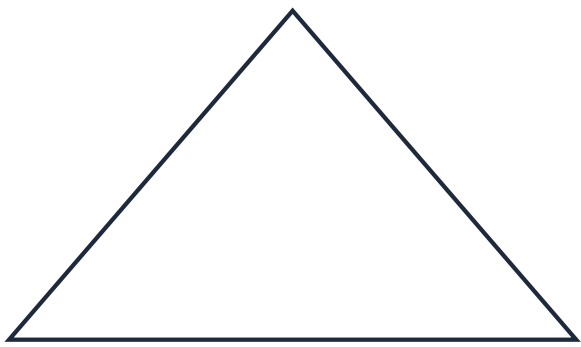
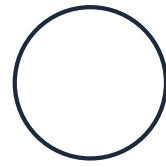
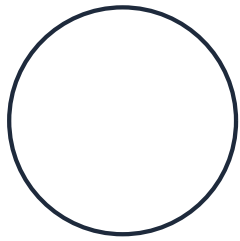
One partner sorts a hoop and slips in one card that does not belong while the other looks away. The other has to find it and name the feature it fails.

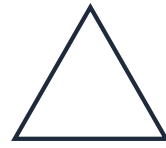
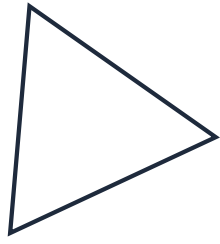
"Which card does not belong? What is the rule it breaks?"

"Say the rule before you take the card out."

Print one set and cut along the dashed lines. Print each page on a different colour of paper, or colour the shapes in, so the same shape turns up in more than one colour.







Print one set and cut along the dashed lines. A label goes on the hoop before any card is sorted into it. The last page is blank labels for rules of your own.

three sides

four sides

straight sides

a curved side

no corners

four corners

only flat faces

has a curved surface

has a circle face
