

# Patchwork

Grades K-3



## Audience & Play



- » Ages 8+
- » 2- Players
- » 30 Minutes

## Board Game Description



“So many pieces of cloth and patches of leather lying around - time to make a beautiful quilt out of them. This requires significant effort and time though and a steady supply of buttons. The player who picks the best patches and combines them most skilfully into a patchwork quilt wins the game.” -- container.

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## Skills & Mechanics



- » Board Games
- » Tabletop Games
- » Math Games

## Alignments



### Common Core

**CCSS.MATH.CONTENT.3.G.A.1** Mathematics. Understand that shapes in different categories (e.g., rhombuses, rectangles, and others) may share attributes (e.g., having four sides), and that the shared attributes can define a larger category (e.g., quadrilaterals). Recognize rhombuses, rectangles, and squares as examples of quadrilaterals, and draw examples of quadrilaterals that do not belong to any of these subcategories.

**CCSS.MATH.CONTENT.1.G.A.2** Mathematics. Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) or three-dimensional shapes (cubes, right rectangular prisms, right circular cones, and right circular cylinders) to create a composite shape, and compose new shapes from the composite shape.

### TEKS

**111.2.(b)(6):** Mathematics. Geometry and measurement. The student applies mathematical process standards to analyze attributes of two-dimensional shapes and three-dimensional solids to develop generalizations about their properties.

**111.3.(b)(1):** Mathematics. Mathematical process standards. The student uses mathematical processes to acquire and demonstrate mathematical understanding.

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