


ANIMETER FOR SCHOOLS



KEY SKILLS

- Eye-measuring skills
- Communicative skills (cooperative mode)

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PREREQUISITES

- Prerequisites
- oral expression
- master the vocabulary

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OBJECTIVES

Students will be able to estimate distances to reach the apples in the different sections of the tree-meter. To do this, they will have to pile their 9 animals into up to 3 animal towers. They will then have to compare the heights of towers and get as many apples as possible using the abilities of the characters: hares, hedgehogs and mice.



A game
by Anthony Perone
Publisher: Red Cat Games

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2 - 5 students
15 min



DESCRIPTION

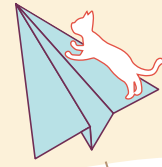
In this game, you need to put animals on top of each other to harvest as many apples as possible.

KIDS PARTICIPATION

- from 5 to 8 years: play independently, teacher assists if needed
- from 8 years: play independently



SKILLS



TRANSVERSAL SKILLS:

- Following instructions.
- Communicating the information, discussing their point, of view and participating in a controlled argument with other students.
- Memorizing and appropriating information.
- Using information: reinvesting knowledge and know-hows.
- Choosing the most favorable working hypothesis.
- Assessing oneself, adjust one's behavior.

MATHEMATICAL SKILLS:

- Comparing the heights of the same objects and taking them as the main quality to evaluate objects.
- Measuring the objects using familiar and conventional standards and expressing the result (lengths, capacities, masses, areas, volumes, durations, cost).
- Organizing processes according to criteria.

PHYSICAL EDUCATION:

- Coordinating your movements: manipulate objects.

CIVIC AND MORAL EDUCATION:

- Boosting self-esteem.
- Constructing logical reasoning.

IN COOPERATIVE MODE:

DEBATES AND REASONING:

- Listening to others to understanding them.
- Making a decision collectively.



FLOW OF THE GAME

1. Choose a tree-meter and place it **in the center of the table**.
2. Shuffle the **animal cards** and distribute 4 of them to each student. Place the deck with the remaining cards face down in the center of the table.
3. Place the **apple crystals** (yellow, red) nearby.

Players have their turns in a clockwise order. There are 2 phases in the game.

PHASE 1. BUILDING TOWERS

During a turn a player:

1. Chooses an animal card from their hand.
2. Places the chosen card in front of themselves to start a tower or adds the card to an existing tower (max 3 towers).
3. Draws a card from the deck to have 4 cards again.

Everyone must place 9 animal cards and then move to Phase 2.

PHASE 2 HARVESTING APPLES

Now players measure their towers. To do that, they need to take the tree-meter and place it next to the towers they made so that the lowest animal's feet are at the same level with the bottom of the tree ribbon. Tree scenarios are possible:

- The top of the tower reaches an area with the apples – the student collects apples from this area and gains a crystal for each apple from that area.

- The top of the tower reaches an area with the predators – the student scares off the predator(s) and wastes apples (crystals) corresponding to the number of predators in this zone
- The top of the tower reaches exactly the division line between 2 sectors – the student may choose any of these sectors

Animals have special abilities to apply during the harvesting phase:

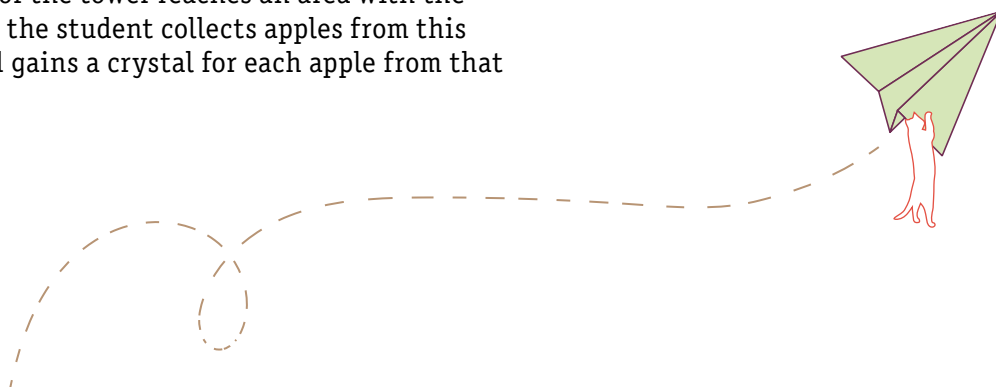
- **Mice** can climb into the hollows (which are inaccessible to the other characters) and collect the apples there
- **Hares** collect the apples either from the top of their head or from the top of their ears – students may choose the preferable option
- **Hedgehogs** scare away the predators without losing any apples.

Please note that during the harvesting phase a student:

- cannot collect apples from the same zone twice
- should scare away the predators of a zone only once

At the end of the game players count their points. Yellow apples bring 1 point each and red apples are worth 3 points each.

The student with the most points wins the game.





DIFFERENT WAYS TO PLAY

A. To understand the game

- Let students put the animal cards and tree-meter together to compare the height of animals on the cards to the sector sizes.
- Let them build towers for training.

B. For the youngest players:

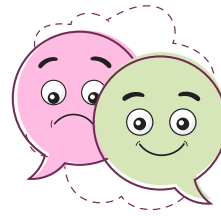
- Place the crystals on the tree-meter to visualize the apples to harvest.
- The adult helps to lay down the cards to make the towers in the right way (cards overlap each other when one adds cards on top)

C. **Animeter offers two game modes: competitive and cooperative.** We suggest you propose playing the competitive mode first, then the cooperative mode. This helps the students develop communicative skills.

D. For experienced players:

- The game offers advanced rules: special effects for stacking 3 animals of a kind.

Note: see different effects for both game modes (address game rules).



EXPERIENCES IN THE CLASSROOM

When getting ready to the classroom activities, please consider potential obstacles. We have found that students may have difficulties with:

1. Estimating the distances to the areas containing apples

- Start with the trees of the easy level
- See point a. in the above paragraph (Different ways to play)
- Let students stop in the middle of the game to compare the tree-meter to the towers they are building

2. Memorizing the characters' special abilities

- Gradually introduce the abilities of the characters
- See the additional materials to this file (the guide), you can print and distribute it to your students

3. Laying down the cards correctly to build the towers

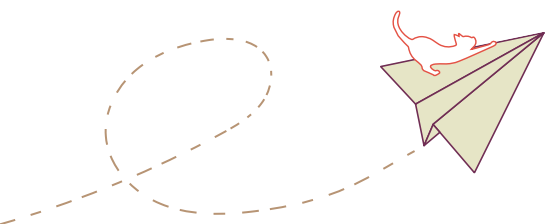
- Add magnets or put velcro on the back of the cards for a stronger connection
- A ruler may help one to adjust towers

4. Placing the animals on top of the previous ones while building the towers (putting them on heads, foreheads, spikes, hats)

- Ask students to try doing this task independently before playing the game, help them if needed

5. Keeping in mind that they can build up to 3 towers

- Review the games you have played and discuss the ways to harvest the maximum number of apples





ABOUT THE GAME

- **Mathematics:**
estimating and measuring lengths, conventional and unconventional standards, counting.
- **Native/foreign language:**
vocabulary related to the game (nature and mathematics).
- **Nature:**
trees, forest animals, predators, fruits to harvest.

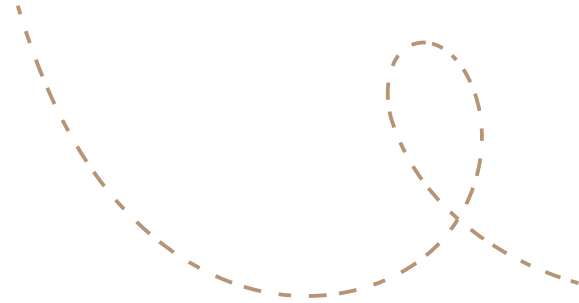
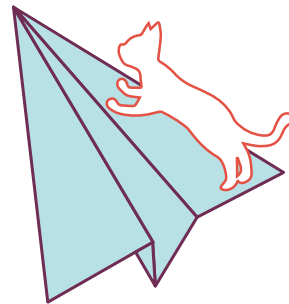


RESOURCES

Click on the links below:

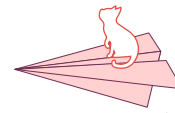
[Download the rules](#)

[Watch a quick rules review](#)





OBSERVATION CHART



Below is a list of skills that you can observe and/or assess with your students during the activity. Of course, feel free to select the most relevant criteria in your practice, or to add new ones.

NAMES →










Estimates the distances to the zones to reach							
Chooses relevant animal cards to lay down							
Adds the cards to the towers correctly							
Uses the abilities of characters							
Exchanges red and yellow apples correctly							
Understands how to count their points							
Chooses the best strategy to get maximum points							
Follows the guide from the additional materials							
Plays fairly							
Follows the rules							



SELF ASSESSMENT FORM

Name: _____

By playing this game...

<i>Self-assessment criteria</i>			
I am able to estimate the heights of the areas on the tree and to reach them.			
I am able to choose animal cards by the heights of animals depicted to create towers.			
I am able to lay down my cards correctly to create towers.			
I am able to use the abilities of the characters.			
I am able to exchange yellow and red apples correctly.			
I am able to decide on the number of towers to build to harvest a maximum of apples.			
I am able to address the additional materials when I need it.			
I am able to count my points.			
I understand and follow the game rules.			
I play fairly.			



ADDITIONAL MATERIALS

Materials to be cut and laminated in order to help students memorize the abilities of the characters.

CHARACTERS' ABILITIES

AniMeter





ADDITIONAL MATERIALS

Materials to be cut and laminated in order to help students memorize the abilities of the characters.

$\text{Orange} = 1 \text{ die}$

$\text{Red Apple} = 3 \text{ dice}$

DEFEND FROM THE PREDATORS

$3 \text{ yellow cubes} \neq 1 \text{ red cube}$

$1 \text{ yellow cube} = 1 \text{ red cube}$

ANIMETER

