

TREE TENT

Aims:

This game tests a student's use of logic (very similar to 'mine-sweeper'). The thing is that different students will adopt different strategies; usually a mix of trial and error and logical deduction.

Hand out copies of the attached 8 × 8 grid which shows ten trees.

Students are to work in two's (where possible). Explain the rules of the game and give the class no more than 5 minutes to find the 10 tents scattered throughout the grid.

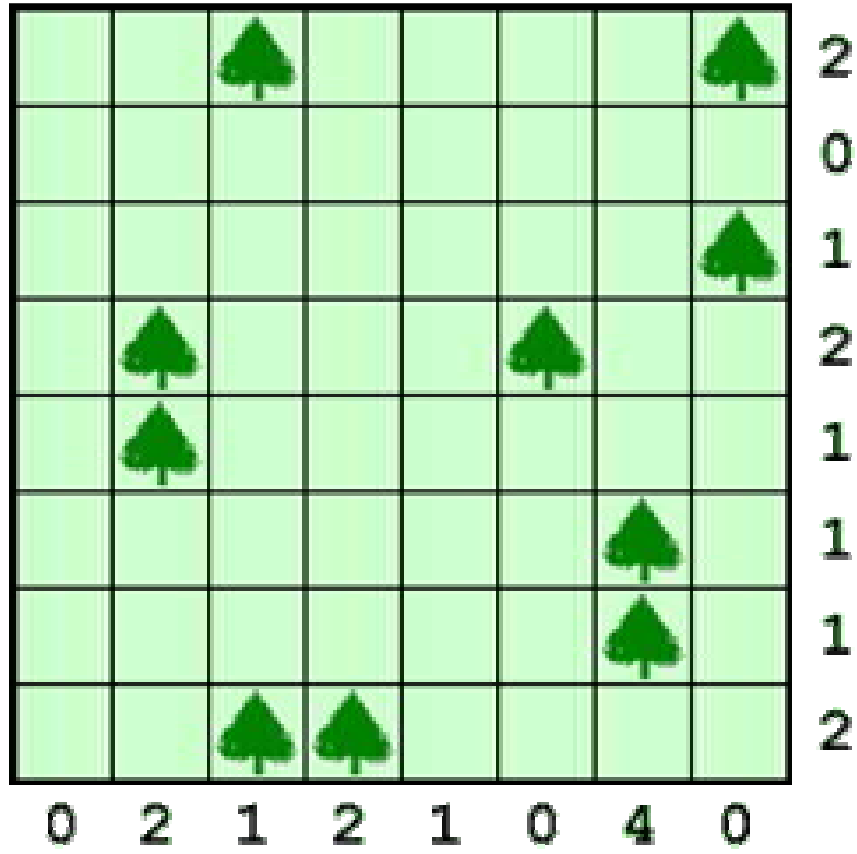
Those who obtain the correct solution will receive a prize! This way the students are not actually competing against one another.

Rules.

- Identify the position of 10 tents within the grid below.
- Each tent is in a cell which is either **horizontally** or **vertically** adjacent to a tree. Each tree has exactly one tent connected to it.
- **No two tents** are next to each other; either horizontally, vertically or diagonally.
- The numbers alongside the grid show how many tents are in the respective row or column.

Extension.

Working in pairs, students could design their own 'Tree tent' game.



Answer.

