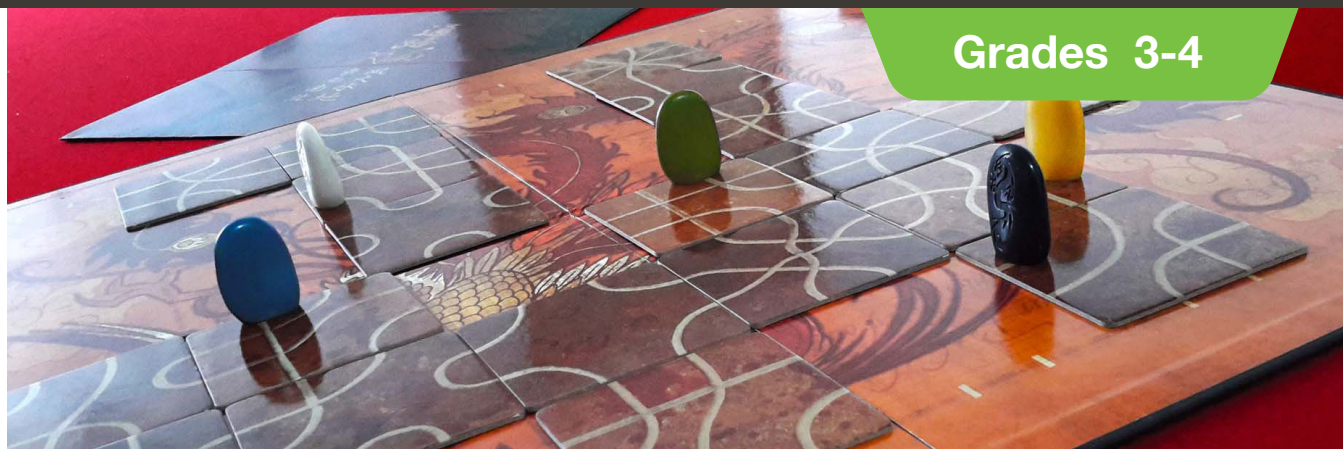


Tsuro

Grades 3-4



Audience & Play



- » Ages 8+
- » 2-8 Players
- » 15-20 Minutes

Board Game Description



“A beautiful and beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else’s, but as the board fills up this becomes harder because there are fewer empty spaces left... and another player’s tile may also extend your own path in a direction you’d rather not go. Easy to introduce to new players, Tsuro lasts a mere 15 minutes and actually does work for any number from 2 to 8.”--Boardgamegeek.com

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Skills & Mechanics



- » Hand Management
- » Board Games
- » Tabletop Games

Alignments



Common Core

CCSS.MATH.CONTENT.3.G.A.2 Mathematics. Partition shapes into parts with equal areas. Express the area of each part as a unit fraction of the whole. For example, partition a shape into 4 parts with equal area, and describe the area of each part as $\frac{1}{4}$ of the area of the shape.

CCSS.MATH.CONTENT.4.G.A.1 Mathematics. Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. Identify these in two-dimensional figures.

TEKS

111.6.(b)(6): Mathematics. Geometry and measurement. The student applies mathematical process standards to analyze geometric attributes in order to develop generalizations about their properties.

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