








Shape Sorter Golf Score Card

The **rules** of Shape Sorter Golf are:

- Make sure your computer is set to GUESS THE RULE. This means the computer chooses the rules about which objects go where on the Venn diagram.
- For each “hole” in the golf course, each player will have a turn at the computer. In a turn, players move shapes into the circles until they can guess the rule the computer is using.
- Each time a player moves a shape into one of the circles counts as a “stroke.” It counts as a stroke whether or not the object stays in the circle.
- A player who guesses a rule incorrectly receives a two stroke penalty. For example, suppose you move the big red circle, then move the small blue square, and then guess “YELLOW.” If the correct rule is YELLOW, your score is 2. If the correct row is TRIANGLE, your score is 4.
- Players should record their strokes and penalties in the scorecard below.
- The scorecard shows which version of the game to play on each round -- for example, you should play the one circle version on the first hole.
- At the end of the game, the player with the lowest number of strokes (including penalties) wins.

Player Name					
1.					
2.					
3.					
4.					
5.					
6.					
7.					
Total Score					
Average					