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Read instructions in their entirety. In the event of missing parts, call **1-800-533-0446**.

PEERPUZZLE™

Activity Instructions

Equipment List

- 24 Foam Blocks
- 24 PeerPuzzle™ Teacher Cards
- 24 PeerPuzzle™ Student Cards

1. PeerPuzzle™

Objective. Be the first team to complete 4 cards.

Number of Players. Up to 24 players.

Setup.

- Use the play area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Divide the foam blocks into 4 sets (2 ea Set A; 2 ea Set B) as indicated by the diagram.
- Place each set at one end of the play area.
- Select 4 student cards for each set. Note the corresponding set identification letter and numbers at the bottom right of each card.
- Place student cards at the opposite end of the play area, face up.
- Remove the corresponding Teacher Cards for easy review of the build. The teacher keeps these in hand.
- Divide players into 4 equal teams and assign each team a set of blocks.
- All teams line up beside their blocks

Game Play.

- At the signal, one player from each team runs down the play area to review the card of the structure need to build.
- The player then runs back to their team and describes how to place the blocks to recreate the build on the card.
- Players relaying the build message may not touch the blocks, but they communicate to their team about block placements.
- Players may run back and forth to the student card any number of times they need, but only 1 student may review it at a time.

Set A:



Set B:



Set A
Blocks

Set B
Blocks

Set A
Blocks

Set B
Blocks



Set A
Student
Cards



Set B
Student
Cards



Set A
Student
Cards



Set B
Student
Cards

- Once the team believes they have the build correct, they raise their hand. The teacher then references the teacher card to determine if the build is correct.
- If the build is correct, they may proceed to the second card in the stack.
- If the build is incorrect, the teacher communicates it is incorrect, and the team must determine how to fix the build.
- Play continues until one team completes all 4 cards.

Scoring. The first team to complete all 4 cards, wins.

Options.

- For less difficulty, select fewer cards or have both Set A groups build the same structure, and both Set B groups build the same structure.
- Designate one “Seer.” This is the only player that may view the card.
- Create your own builds, take photos, and challenge students to build them.

2. PeerPuzzle™ Small-Sided Game

Objective. Be the first team to complete 4 cards.

Number of Players. Up to 24 players.

Setup.

- Set up the same as PeerPuzzle™, but have two teams compete against one another.

Gameplay.

- At the signal, one player from each team runs down the play area to review the card of the structure need to build
- The player then runs back to their team and describes how to place the blocks to recreate the build on the card.
- Players relaying the build message may not touch the blocks, but they communicate to their team about the block placements.
- Players may run back and forth to the student card any number of times they need, but only 1 student may review it at a time.
- Once the team believes they have the build correct, they raise their hand. The teacher then references the teacher card to determine if the build is correct.
- If the build is correct, they may proceed to the second card in the stack.
- If the build is incorrect, the teacher communicates it is incorrect, and the team must determine how to fix the build.
- Play continues until one team completes all 4 cards.

Scoring. The first team to complete all 4 cards, wins.

Options.

- Compete Group A vs Group A and Group B vs Group B.
- Create your own builds, take photos, and challenge students to build them.