

VEX V5 Override: Session 4 - Dots and Boxes

Activity: Play Dots and Boxes to practice developing a strategy.

You are going to apply the process from the video to play Dots and Boxes (rules to the game are included on the next page of this task card).

1. **STOP** to explore and prepare for the game, using the following checklist. Discuss your ideas with your partner.

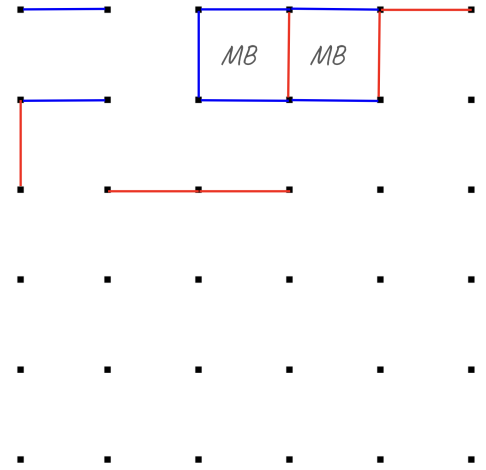
- ☐ What do I know about this game?
- ☐ [What are the rules of this game?](#)
- ☐ What questions do I have about the rules or the game setup?
- ☐ How can I find the answers to questions I have about this game?
- ☐ Who can help me if I am stuck?

2. **THINK** creatively to develop as many strategies as possible for winning the game. Discuss your ideas with your partner.

3. **TEST** by choosing the strategy you like best, and playing Dots and Boxes.

4. **EVALUATE** your strategy using the following checklist:

- ☐ How well did your strategy work?
- ☐ How do you know whether your strategy was or wasn't successful?
- ☐ Is there a part of your strategy you would keep?
- ☐ Is there a part of your strategy you would like to change?
- ☐ How would you change your strategy to make it more effective next time?
- ☐ Can you think of an even better strategy, now that you have played the game?
- ☐ What did you learn from this round of strategy development?



Activity Checklist

- ☐ Each team member shared and discussed what they knew about the game.
- ☐ Each team member shared strategy ideas.
- ☐ The team played Dots and Boxes to test a strategy.
- ☐ Each team member contributed to evaluating their strategies.

How to Play Dots and Boxes

Number of Players: 2

Object of the Game: Capture as many boxes as you can.

Gameplay:

1. Each player chooses a different color of pen.
2. Player 1 connects two adjacent dots either vertically or horizontally. No diagonal connections are allowed in this game.
3. If a player draws the fourth side of a box, they 'capture' that box and write their initials inside. If a player captures a box, they get another turn.
4. The game is over when all the boxes have been captured.
5. The player who captures the most boxes, wins!

