



## Work Place Instructions 8D Curling

### Each pair of players needs:

- 10 gram cubes
- 2 rulers
- 8D Curling Record Sheet (1 per player)
- 8D Curling: Rectangle, Square, and Triangle (1 of each per player)
- copy paper (to make curling sheets for Variation B)

- 1 Players play three games, one on each curling sheet. Together players choose a sheet for the first game.
- 2 Players partition their targets into parts. See the table below for the number of parts for each target.
  - Players can use rulers to measure the targets' lengths and widths, then calculate areas, in order to ensure equal partitions. Partitions do not need to have equivalent shapes, but must have equal areas.
- 3 Players take turns curling. To curl, players place a gram cube on the starting line, then give it a tap with the ruler to send it gliding toward the target.
- 4 Players evaluate the results of their curl and record their current score on the record sheet:
  - Each partition with a cube in it is worth a fraction of a point, as shown in the table below.
  - Each partition of the target may only be scored once. For example, if two cubes are in one-fourth of the rectangle, that part is still worth only  $\frac{1}{4}$  point.
  - A cube outside the target, or touching any of the lines of the target, scores no points.
- 5 Each player curls another gram cube, aiming for or avoiding their previous cube as they like.
  - Later cubes may strike cubes already on the sheet. In this way, players may use later cubes to push an earlier cube into the target, or into a different part of the target. Cubes may also be pushed off the target.
  - After each curl, players evaluate their current score and record it on the record sheet. Each turn has a new score; there is no "total."
- 6 Play continues until one player scores 1 full point (at least one cube in each partition of the target). The first player to achieve this is the winner.
- 7 Players repeat the game with the other two curling sheets.
  - To play a more competitive game, players partition their targets in the exact same way.
  - To play a more strategic game, players partition their targets in a way they think will give them an advantage in gameplay and scoring (each part must still be of equal area).

Target	Partitions	Point value per partition
Rectangle	4	$\frac{1}{4}$ point
Triangle	2	$\frac{1}{2}$ point
Square	3	$\frac{1}{3}$ point

Points are scored only for cubes that are within a partition at the end of each turn. Cubes touching more than one partition do not score any points.

### Game Variations

- A Players agree on a different number of partitions for the curling target, such as 4 partitions for the rectangle or 3 partitions for the triangle, and score accordingly.
- B Using a blank sheet of paper, players make a curling target with 4 sides that is not a rectangle, or even a shape with more than 4 sides, then partition and assign points accordingly.



NAME \_\_\_\_\_

DATE \_\_\_\_\_



## 8D Curling Record Sheet

Scoring Record: Rectangle		
Curl	Player 1 Score	Player 2 Score
1		
2		
3		
4		
5		
6		

Scoring Record: Triangle		
Curl	Player 1 Score	Player 2 Score
1		
2		
3		
4		
5		
6		

Scoring Record: Square		
Curl	Player 1 Score	Player 2 Score
1		
2		
3		
4		
5		
6		

Scoring Record:		
Shape:		Partitions:
Points per partition:		
Curl	Player 1 Score	Player 2 Score
1		
2		
3		
4		
5		
6		

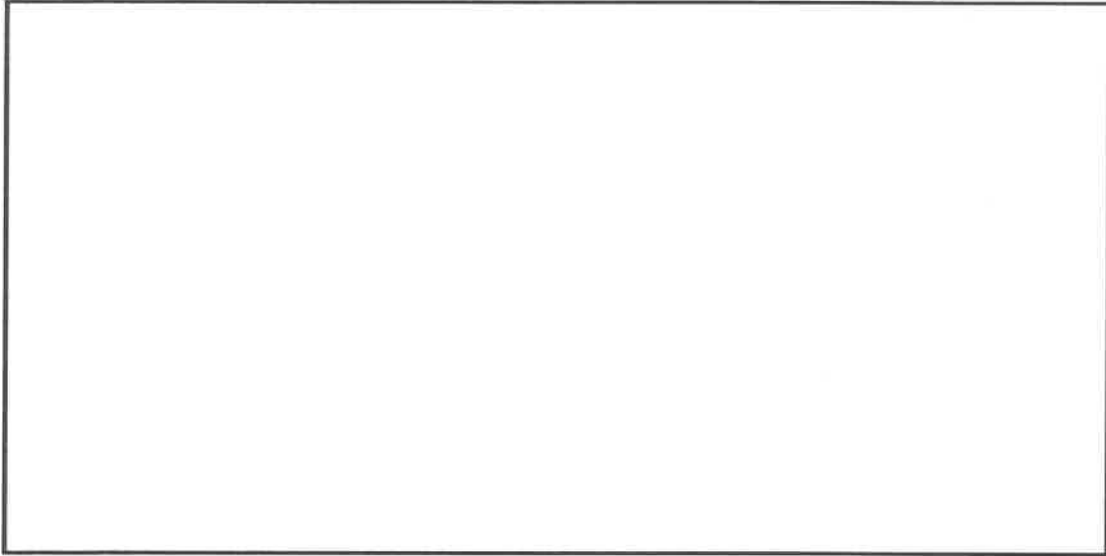


NAME \_\_\_\_\_

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## 8D Curling Rectangle



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Start

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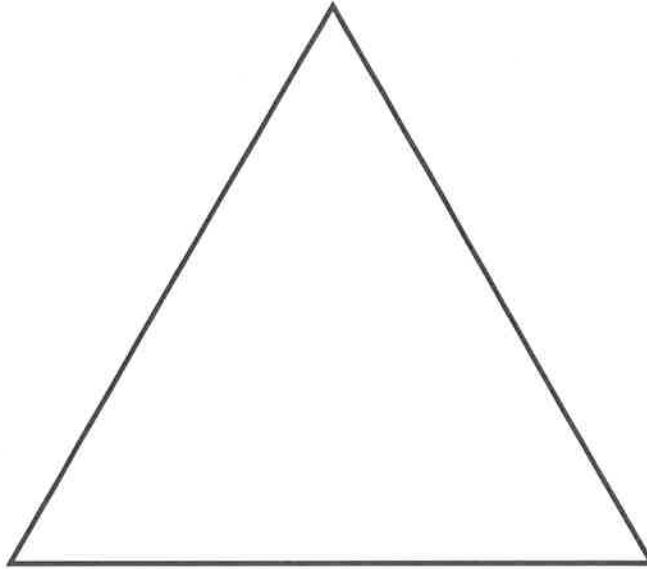


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## 8D Curling Triangle



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**Start**



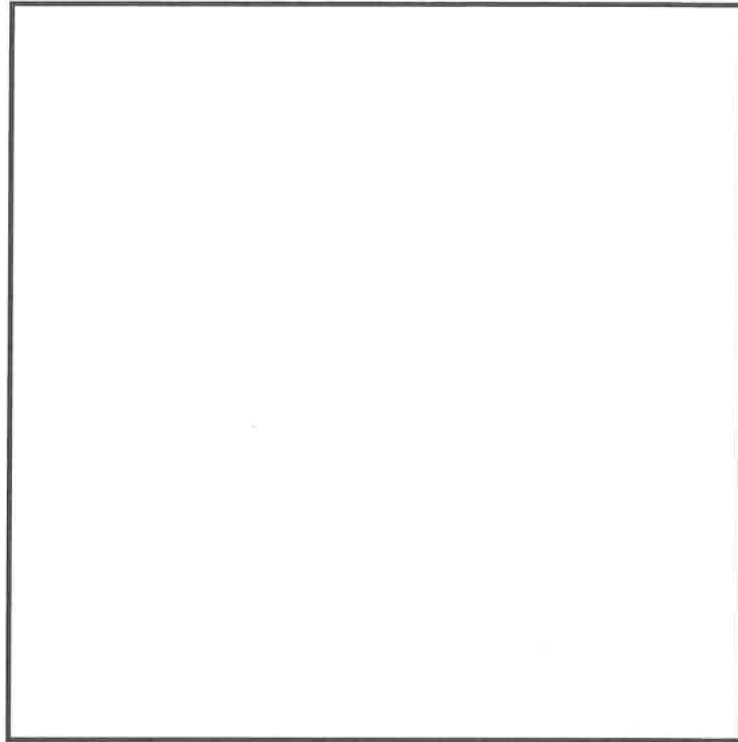


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## 8D Curling Square



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**Start**

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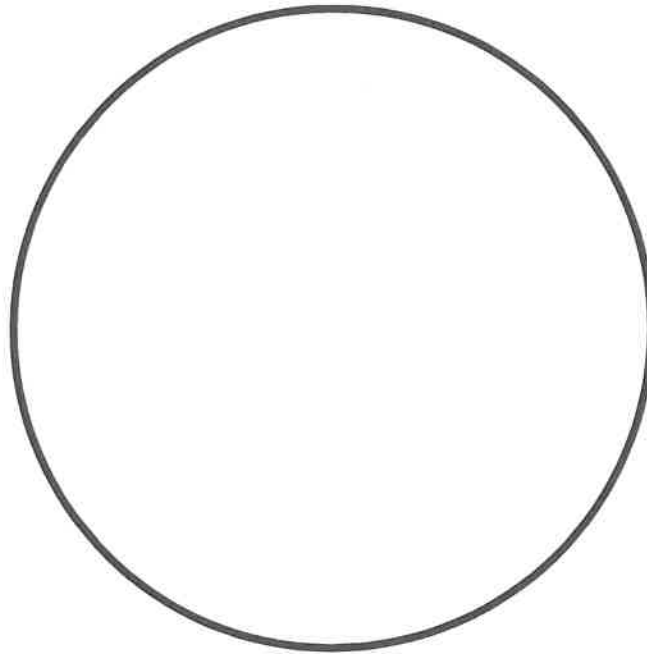


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## 8D Curling Circle



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**Start**



My target is a \_\_\_\_\_ shape.

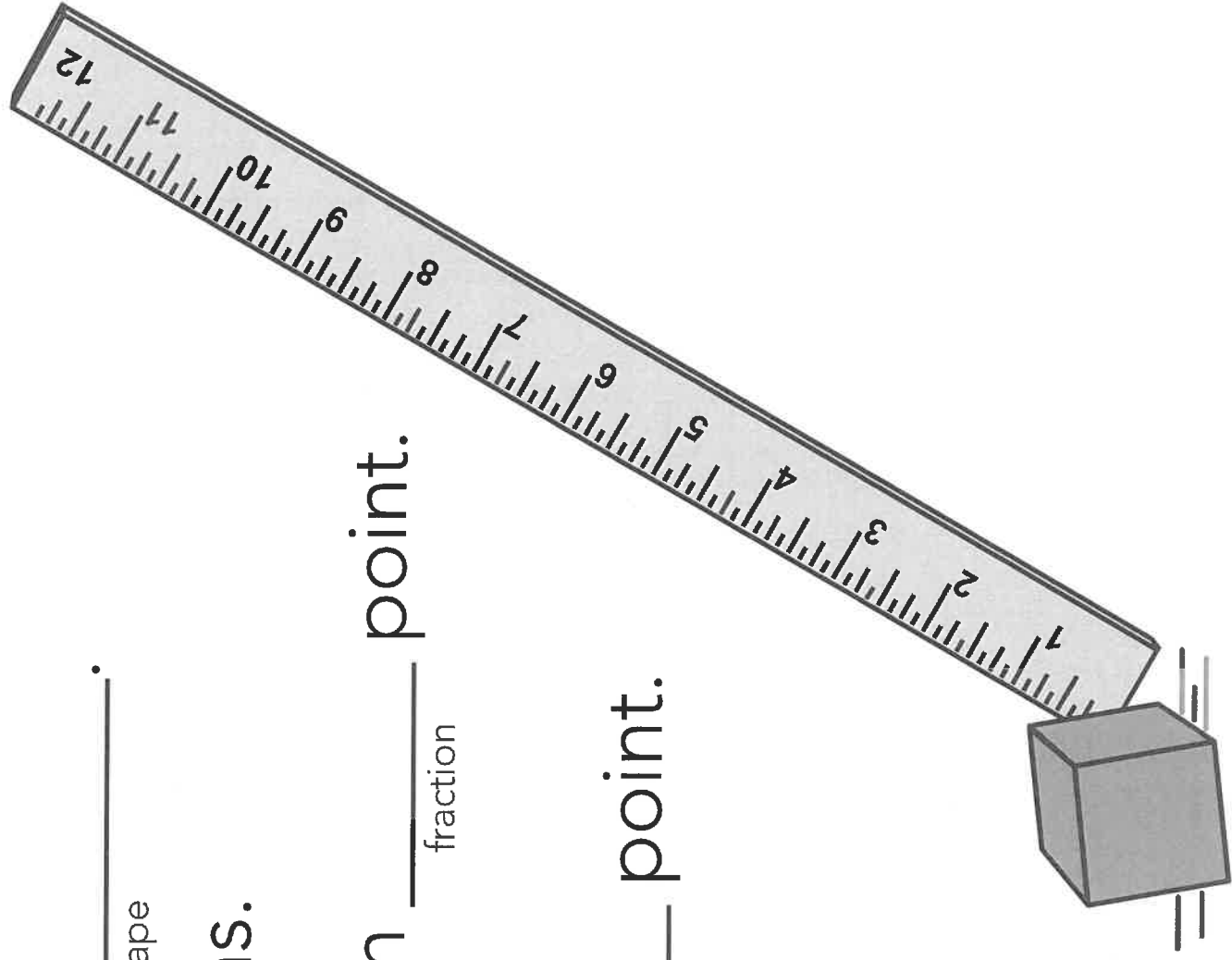
It has \_\_\_\_\_ partitions.  
number

Each partition is worth \_\_\_\_\_ point.  
fraction

My curl is worth \_\_\_\_\_ point.  
fraction

\_\_\_\_\_ have 1 point,  
You/I

SO \_\_\_\_\_ win!  
you/I



I will have an advantage if I partition my target  
in this way: \_\_\_\_\_  
\_\_\_\_\_.

