	Board Game Piece Challenge 7	EDM					
NAME:	DATE:						
STUDENT #:	TEACHER:						
	Design Requirement Student Sheet						
Design Question #1	1						
Which two geometric features of the game piece do you think provide it with stability on the board?							
Design Question #2	2A						
	Game Board Space						

Design Question #2B

Record your procedure for determining whether your game pieces meet design requirement #2, size.

Design Question #3A

Which aspect of the geometry of the game piece do you think will enable it to meet design requirement #3, image visibility?

Design Question #3B

Which aspect of the geometry of the stickers do you think will enable it to meet design requirement #3, image visibility?

Design Question #4

Which geometric feature of the game piece will enable you to determine how much plastic you will need for each piece?

	Board Game Piece Challenge	7EDM
NAME:	DATE:	
STUDENT #:	TEACHER:	
Geo	metric Formulas Student Sheet	
What is the formula to determine	the area of the base (B) of each of the following shapes?	
A) Triangular Prism		
B) Cylinder		
C) Right Triangular Prism		
D) Parallelogram Prism		

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What is the formula to determine	e the surface area (SA) of each of the following shapes?
A) Equilateral Triangular Pris	sm
B) Cylinder	
C) Right Triangular Prism	
D) Parallelogram Prism	
E) Rectangular Sticker	
What is the formula to determine	e the volume (V) of each of the following shapes?
A) Equilateral Triangular Pris	m
B) Cylinder	
C) Right Triangular Prism	
D) Parallelogram Prism	

NAME:

DATE:

STUDENT #: _____ TEACHER: _____

In	itial Game Piec	e Data St	udent She	et			
Assigned Tool		-	-	-	_		
Shape	Shape Name	b	а	h	Р		
	Equilateral Triangular Prism						
	Parallelogram Prism						
	Right Triangular Prism						
		r	d	h	С		
,	Cylinder Prism						
<u> </u>					Legend of G	eometric Notation	
Chana	Sucker morn		·		h - Heig	ht of niece	
	Single Sticker	ŭ			 h - Height of piece b - Length of base (for no circular bases) a - Altitude of base (for no circular bases) d - Diameter of base (for circular bases) r - Badius of base (for 		
	Four Part Sticker				 r - Radii circular c or p - Circumf base (fo b and w stickers 	bases) (r) erence/Perimeter of r all bases) r - Dimensions of you	

		Boar	d Game Piece Challenge 7EDM					
NAME:			DATE:					
STUD	ENT #:		TEACHER:					
	Testing Procedure Student Sheet							
List the	e measu	ring tool that your group has decided	to use for each of the following dimensions.					
1.	Height c	of piece						
2.	Length	of base (for non-circular bases)						
3.	Altitude	of base (for non-circular bases)						
4.	Diamete	er of base (for circular bases)						
5.	Radius	of base (for circular bases)						
6.	Perimet	er/Circumference of base (for all bas	es)					
7.	Dimens	ions of your stickers.						
	Of the ga							
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NAME:

_____ DATE:

STUDENT #: _____ TEACHER: _____

Game Piece Data Student Sheet #2								
Shape	Name	b	а	h	Р	В	SA	V
	Equilateral Triangle Prism							
	Parallelogram Prism							
	Right Triangular Prism							
		r	d	h	С	В	SA	V
	Cylinder Prism							

Sticker Information						
b	а	В				
	nformatio b	nformation b a				

Legend of Geometric Notation				
b	base length			
а	altitude length			
h	height of prism			
r	radius			
d	diameter			
В	Area of Base			
SA	Surface Area of Base			
V	Volume of Prism			

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NAME:

_____DATE:

STUDENT #: _____ TEACHER: _____

	Require	ment Testing Student S	heet			
	Requirements	-	Meets Requirement?			
	Stability:	Test Performed	Triangular Prism	Right Triangular Prism	Cylinder	Parallelogram Prism
1	The piece must be able to stand on its own, without falling over during normal game play.					
	Sizo.				iromor	+2
	JIZE.	Test Performed	Triangular Prism	Right Triangular Prism	Cylinder	Parallelogram Prism
2	Four game pieces must be able to fit in the designated space on the board.					
	Image Visibility:		Meets Requirement?			
	The individual piece must be	Test Performed	Triangular Prism	Right Triangular Prism	Cylinder	Parallelogram Prism
3	shaped so that both a one-part and a smaller four-part sticker can be placed on it at the same time					
	without overlap.					
	Cost:		M	leets Requ	uiremer	it?
4		Test Performed	Triangular Prism	Right Triangular Prism	Cylinder	Parallelogram Prism
	The cost of producing the pieces should be as economical as possible					
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Sharing Your Findings Student Sheet

Based on the requirement testing results, which game piece does your group recommend for use in the final game production? Please use complete sentences.

Please provide a written explanation for your group's recommendation. This should include statements about the tests performed and the results as compared to shapes that were not selected. Please use complete sentences.

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