

Introducing the game of Set

- This works best with groups of 3 or 4 at the most.
- The students need to put their desks or tables together in as compact a form as possible, so everyone in the group can see all the cards.
- Hand out one box of cards to each group and ask them to put all the cards **face up** on their surface.

- Ask if anyone has played this game before; if so, ask them not to give any answers away for the first part.
- Ask what the students notice about the cards.
- You should get answers such as: “they are all different”, “there are three colours”, etc....

- **Do NOT explain the rules!** This is more fun and far more effective if you let them figure them out.
- Tell them you’ll hold up two cards. Their job is to find those two cards in front of them and also the third card that seems to go with them. When they find them, someone in the group should hold up all three cards so that you can see.
- If necessary, explain to individual groups why their suggestion isn’t correct, but you’ll be surprised how quickly they pick this up.

- Start with easy Sets (that means the cards have most features the same) and gradually increase the variations, for example:
 - 1 & 3, both solid red ovals
 - two 2s, purple, hollow
 - two 3s, one with green striped diamonds and one with red striped diamonds
 - two 1s, one a solid red squiggle and one a striped green squiggle
 - throw in a few more if you think it necessary, ending with...
 - 1 green hollow squiggle, 2 purple solid diamonds

- When all groups seem to have the idea, here are two good introductory games :

Find the Sets

- Give each group one of the cards with the numbered collection of 12 Set cards on it.
- There are 6 Sets in this collection. They should find as many as possible. It’s easiest if they write down the numbers of the cards in the Set.
- They may re-use a card for a different Set.
- They should **NOT write** on the printed cards! We need to re-use them.
- Once you have one or more winners, as checked by you, collect the printed cards.

Magic squares

- Show a three-by-three grid on the board.
 - Each row and column needs to be a Set, and so do the two big diagonals.
 - There are thousands possible – turn them loose and see what they can do.
 - If a group quickly makes some easy ones (most of the attributes the same), suggest they vary the colour or some other attribute.
- When it’s time to collect the Set cards, make sure they check the floors, chairs, etc. Each deck is uniquely identifiable (look at the backs of the cards.)