


Hierarchies

Object of the game: To score as many points as possible by making hierarchies. Make hierarchies by making a column of cards where the top card is the broadest category of shapes and each card beneath it would fit completely within the card above it. For example:

<p>Top (broadest category)</p>  <p>Bottom (narrowest category)</p>	<p>Triangle Isosceles triangle Equilateral triangle</p>	<p>Polygon Pentagon</p>	<p>Polygon Quadrilateral Parallelogram Rhombus Square</p>	<p>Polygon Quadrilateral Rectangle Square</p>
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Materials needed: Hierarchies cards and whiteboard/markers/erasers for keeping score.

To win: Shuffle the cards. Deal out 4 cards to each player. The players should lay these out in a row face up so everyone can see them. Put the remaining cards in a stack face down in a pile where everyone can reach them. This will be the draw stack.

If players can combine any of the 4 cards in their row into a hierarchy, they do so by putting the cards in a column (top to bottom) in the correct order to make a hierarchy.

First player draws a card. They can use it to add to a hierarchy in any of their 4 columns, or they may trade any of the cards in any of their columns for the drawn card. Or, if they have fewer than 4 columns, they can use the card to start a new column – up to 4. Put any discarded cards in a stack face up next to the draw stack.

The next player can either draw from the draw stack, or take the top card from the discard stack if they can use it.

If a player draws a “Wild Card” they can write on it whatever shape they want and add it to one of their hierarchies. If a player draws a “Swipe Card” they can swipe one unprotected card from one of the other players.

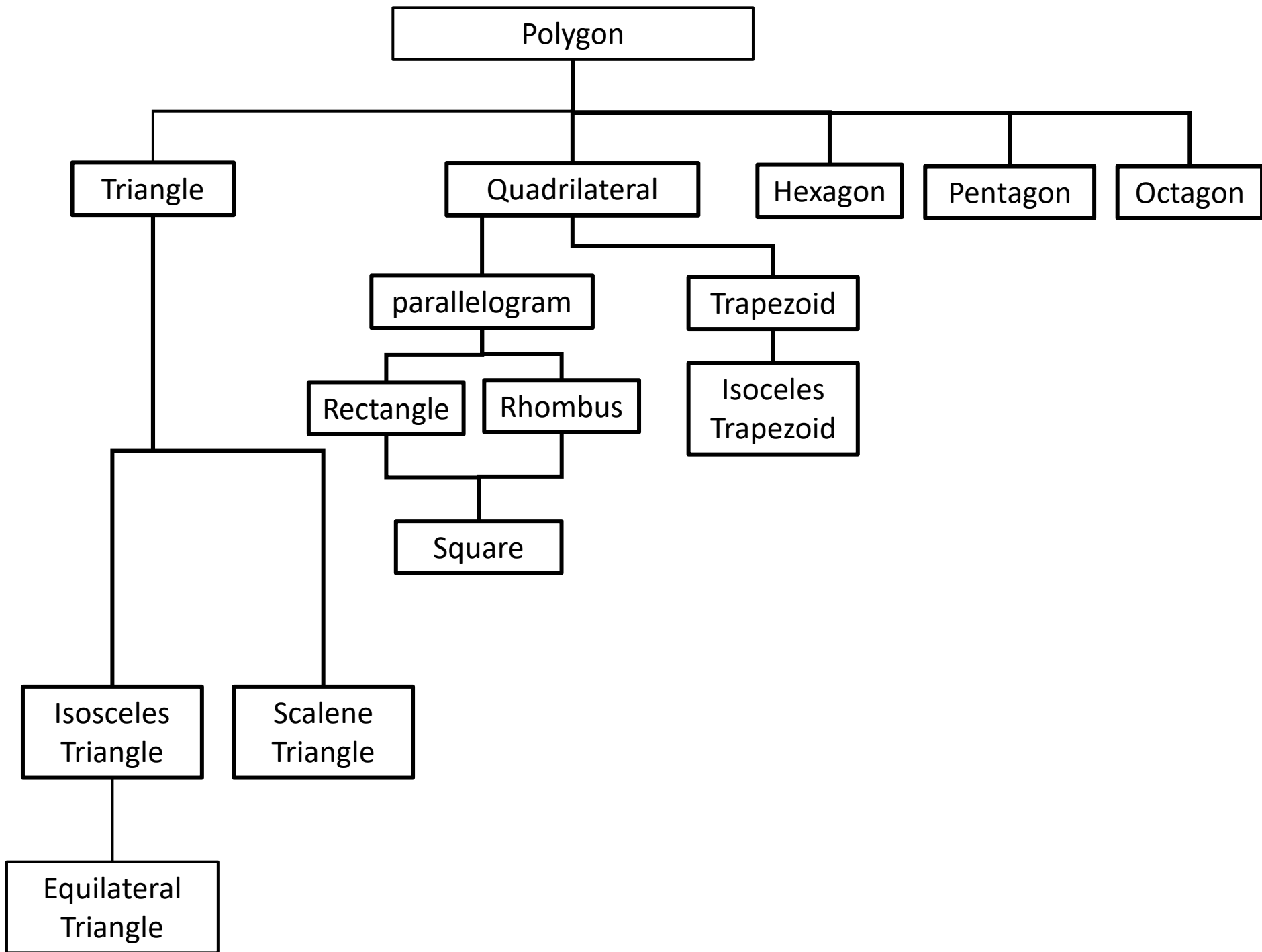
If a player makes a hierarchy with at least 3 cards, they can choose to “protect” that hierarchy by setting it aside and removing it from play. They may not add cards to protected hierarchies, and no one can swipe from protected hierarchies.

Players can re-arrange the unprotected cards in their hierarchies at any time to make better hierarchies. Each player can have up to 4 hierarchies going at one time.

To win: Play until time is up or all the cards in the draw stack have been used. Score according to the scoring card. Player with the most points wins. **Print: 2-sided**

Scoring :

- 5-card hierarchies = 10 points
- 4-card hierarchies = 5 points
- 3-card hierarchies = 2 points
- 2-card hierarchies = 1 point
- Single cards – 0 points



Possible Complete Hierarchies -- Hierarchies do not have to be complete to earn points, but they must be in the correct order from top to bottom, even if some shapes are missing at the top, bottom or in between.

Polygon Triangle Isosceles Triangle Equilateral Triangle	Polygon Triangle Scalene Triangle	Polygon Quadrilateral Parallelogram Rectangle Square	Polygon Pentagon
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Polygon Quadrilateral Parallelogram Rhombus Square	Polygon Quadrilateral Trapezoid Isosceles Trapezoid	Polygon Hexagon	Polygon Octagon
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Hexagon

Pentagon

Octagon

5.5.A – Classify 2D Figures - Hierarchies

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SWIPE

SWIPE

Triangle

5.5.A – Classify 2D Figures - Hierarchies

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WILD

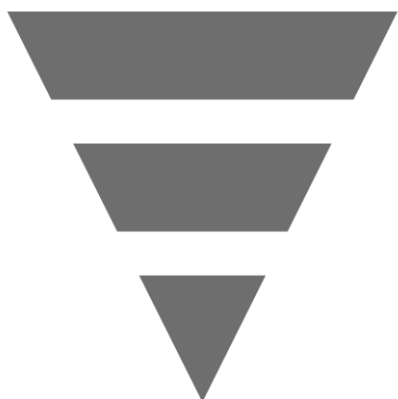
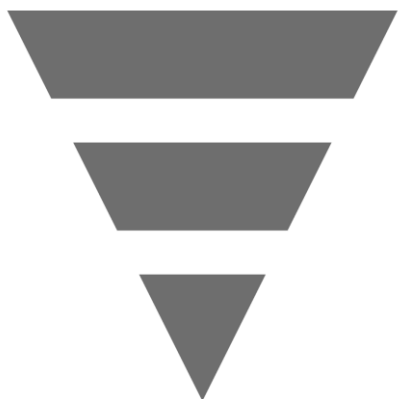
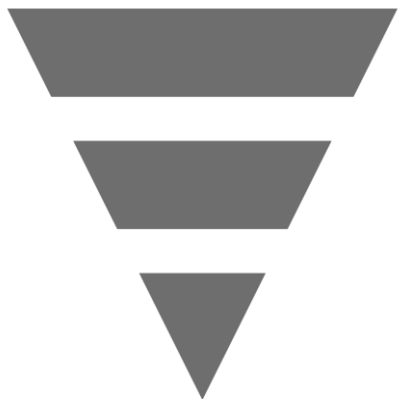
SWIPE

Quadrilateral

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Paralellogram

Rhombus

Trapezoid

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Paralellogram

Square

**Isosceles
Trapezoid**

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Rectangle

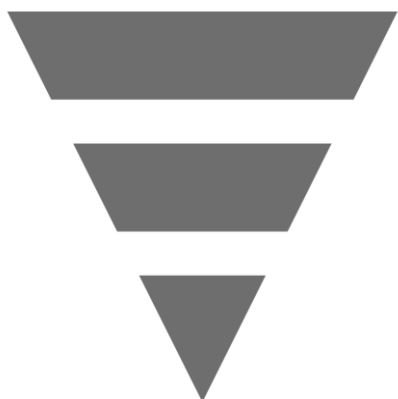
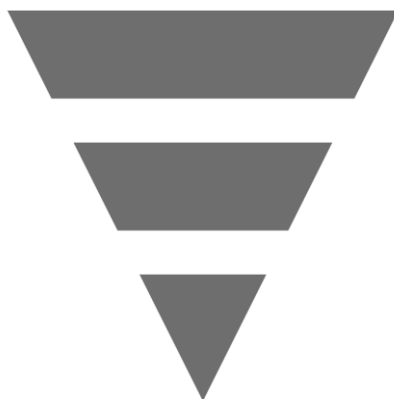
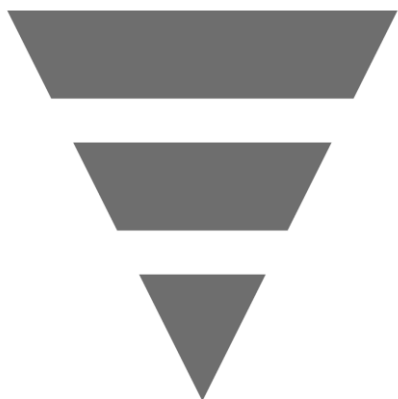
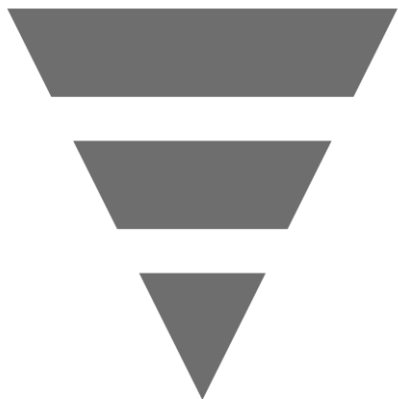
Quadrilateral

SWIPE

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Triangle

Triangle

Quadrilateral

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**Isoceles
Triangle**

**Scalene
Triangle**

WILD

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**Equilateral
Triangle**

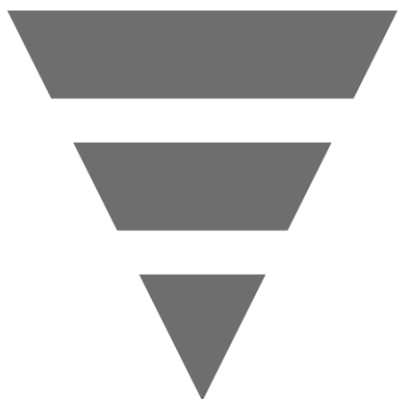
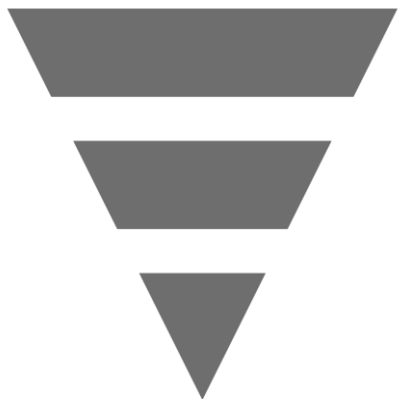
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Polygon

Polygon

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Polygon

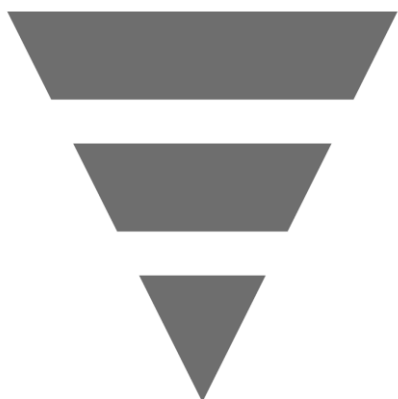
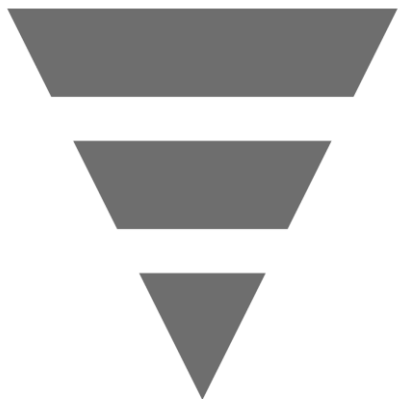
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Hexagon

Pentagon

Octagon

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SWIPE

SWIPE

Triangle

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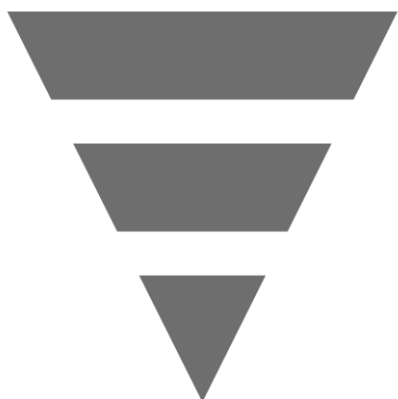
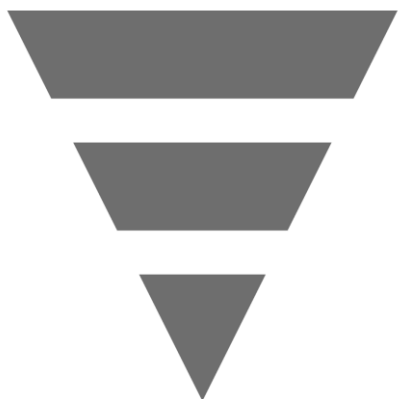
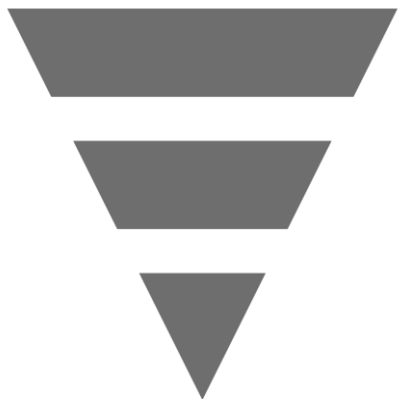
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Parallelogram

Rhombus

Trapezoid

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Parallelogram

Square

**Isosceles
Trapezoid**

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Rectangle

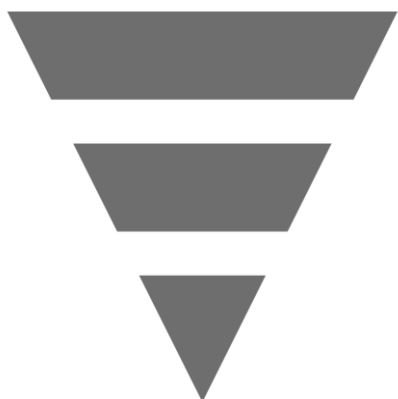
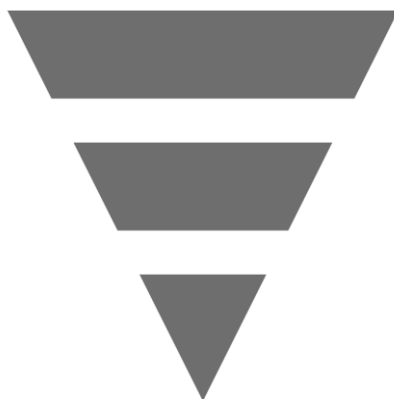
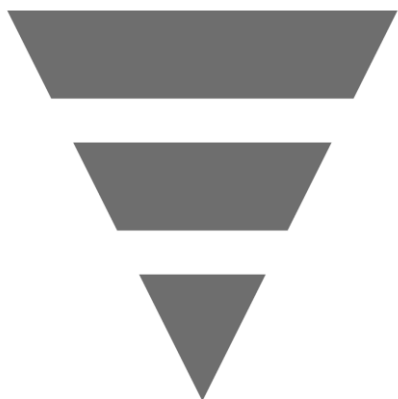
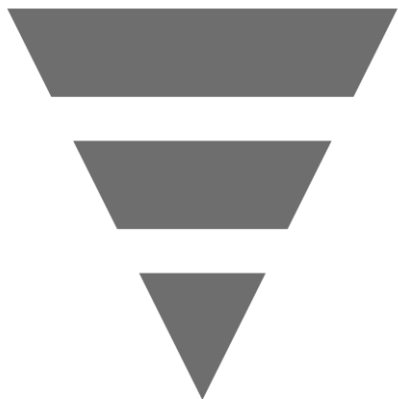
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Triangle

Triangle

Quadrilateral

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**Isoceles
Triangle**

**Scalene
Triangle**

WILD

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**Equilateral
Triangle**

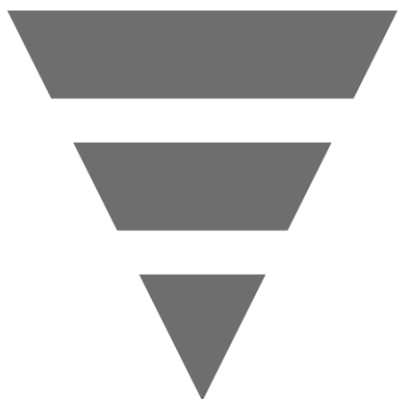
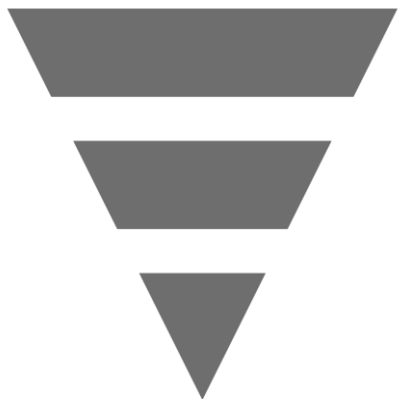
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Polygon

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