

A Sort-Meant

Number of players: two or more

Goal of the game: Guess the rule the other player has used to create a pattern or to sort a group of symbols.

Needed to play: one deck of symbol cards (5 cards of each symbol in four different colours x 6 symbols) = 120 card deck. Play can happen simultaneously, with each player having a single deck, or can happen with one deck, one player at a time.

To play:

One player sets the pattern and the other player makes the guess: then the pair switch. If more than two people are playing, players can either take turns trying to guess the pattern, or a challenge round can be played where all players try to guess the pattern at the same time.

Keep in mind that patterns can incorporate colour, shape, number or any sort of like characteristic, provided the pattern-setter can justify his/her choices. Younger players can start with simpler patterns (ie., only two or three shapes or colours) whereas older players can choose to use as many cards to develop their a-sort-meant as they choose.

To play:

1. Decide in advance if players are setting up patterns simultaneously, or one at a time. Each player should have the option to work with the entire deck of 120 cards. As well, it should be decided if there will be a time limit set for figuring out the opposing players' patterns.
2. The player can choose to sort and set up any kind of pattern he/she chooses: it can be a pattern based on colour, shape, name (ie., similarities in sound, like heart and hand or square and star) or any other characteristic.
3. The pattern should be repeated in total at least twice, preferably three times, so that opponents have enough information to work with in deciphering the pattern.

4. Patterns can be as complex or as abstract as players choose, but there must be some kind of correlation that another player can discern (ie., a player can't make a pattern of one blue heart, two red happy faces and three green hands and say, "it's a pattern because they're my favourite things.")
5. Play can also follow a "face-off" format, where one player sets the pattern, and the other player(s) try to decipher the pattern rule before anyone else.