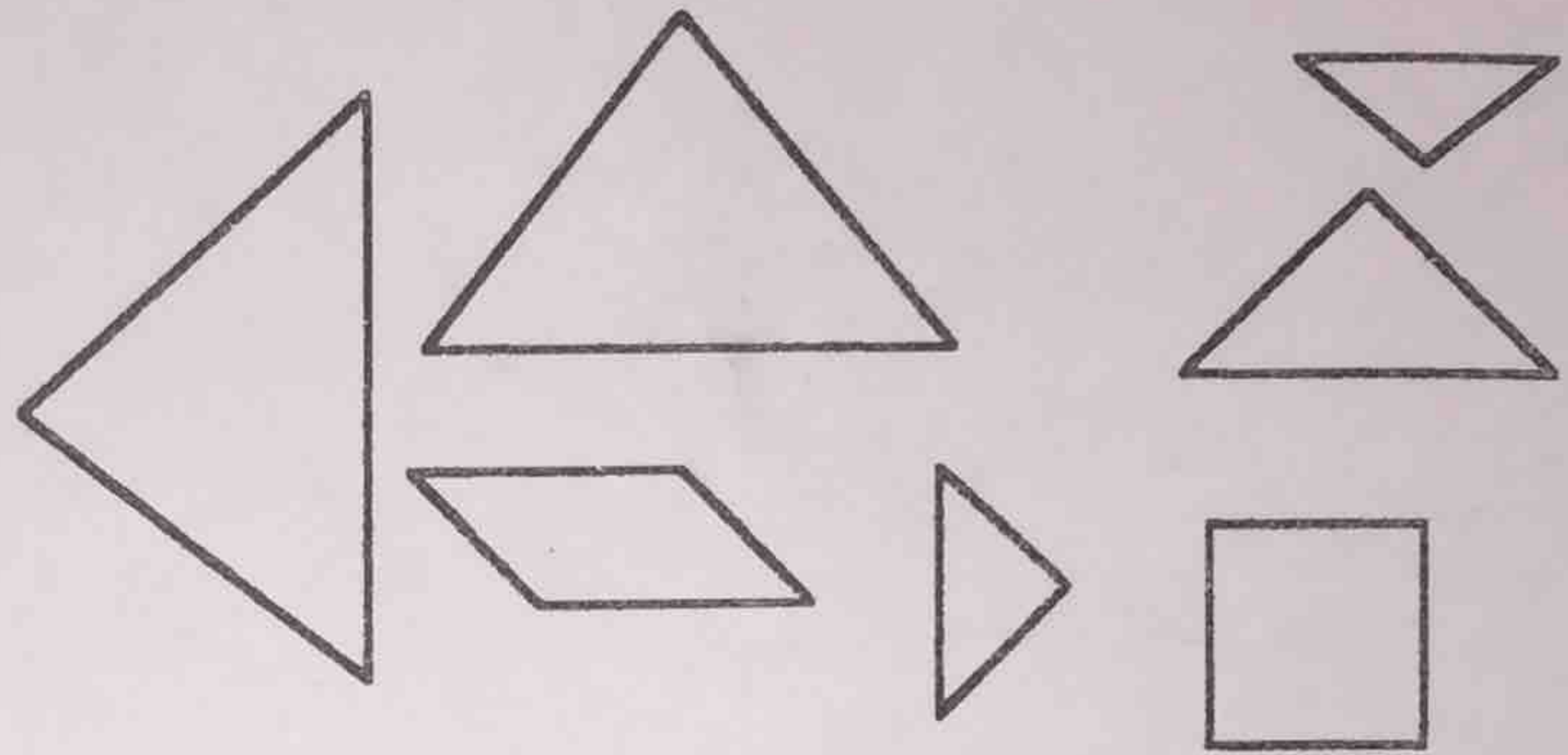


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**FIGURE A.4: "Master Designer" Shapes**


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ture, it is very important to learn how to justify and give reasons for one's arguments as well as how to make one's thoughts clear to others. Rainbow Logic is included for this purpose. You may wish to develop your own using these as examples of how to pick out a situation that highlights and gives practice to new behaviors.

### MASTER DESIGNER

#### *Materials*

This game requires a set of geometric shapes. Each player needs a complete set, but one person in each group takes the role of observer and does not require a set. A total of five persons per group is recommended, but smaller groups are acceptable. The shapes should be made out of some sturdy materials such as oaktag. The exact size of these shapes is given in Figure A.4. In addition, you will need some cardboard or other dividers that can be stood on a table. The idea is that each player can see the other members of the group over the divider but *cannot* see what the others are doing with their pieces.

#### *Rules and discussion*

One person plays the role of the master designer. This person has to instruct the other players as to how to replicate a design he or she has created with the pieces (all or part of them), but the master designer cannot do this task for them. Players cannot see what the others are doing, nor can they see the design of the master. However, group members may ask questions of the master designer. This illustrates an important new behavior: