

Find the Sorting Rule

3-12 players / Print single-sided on US Letter at 100%.

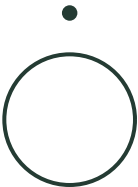
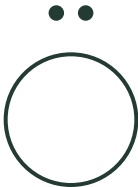
You need: pencils, scrap paper, scissors.

Print all three pages for each table. Cut the 12 shape cards on page 2. Keep page 3 with the keeper only.

- 01 Choose one willing keeper for the printed set. Everyone else works together. Only the keeper sees page 3 and chooses one unused rule. Shape, stripes and dot count may matter; card letters only identify cards.
- 02 The keeper puts the two starter cards named in that rule under handwritten YES and NO headings. Leave all twelve cards visible. The other players discuss what feature might explain the two examples. Do not read the other rules aloud.
- 03 The group chooses one new card to test. The keeper puts it under YES or NO using the full key. Discuss what changed your guess, then choose a second new card to test. Test one at a time; choose any two cards not yet labeled.
- 04 Predict YES or NO for each of the eight cards still unlabeled. Set them in separate rows below the examples so the keeper can check only these eight. Leave any aside to pass. The keeper gives no further hints until the predictions are final.
- 05 The keeper reads only the current rule and its full YES/NO key aloud; keep page 3 hidden for the entire game. Each correct prediction earns one shared point, maximum eight. Wrong predictions and passes score zero, with no deductions. Exact guessed wording earns no extra points. Several rules can fit a few examples, so a prediction is a hypothesis, not a guaranteed answer.
- 06 Compare the surprises and let the same keeper choose the next unused rule. Play up to four rounds, with no individual winner or tie. If someone else takes over, the former keeper observes instead of predicting, because they have seen the remaining answers. With 3-6 people use one table; with 7-12 split into two groups of 3-6, each with its own full set and keeper. Scores stay at each table. Anyone may pass or observe.

Twelve shape cards

Cut apart once. Only shape, stripes and the number of dots may matter; the letter identifies the card.

A  outline circle	B  outline circle	C  striped circle
D  striped circle	E  outline square	F  outline square
G  striped square	H  striped square	I  outline triangle
J  outline triangle	K  striped triangle	L  striped triangle

One YES and one NO starter, two chosen tests, eight final predictions.

The keeper's four rules

Keep this page hidden for the whole game. Read only the current rule and key aloud after final predictions.

01 Two dots

A card belongs in YES when it has exactly two dots.

Start: YES B / NO A

Full YES key: B, D, F, H, J, L

Full NO key: A, C, E, G, I, K

02 Two shapes

YES means a striped square OR an outline triangle.

Start: YES G / NO A

Full YES key: G, H, I, J

Full NO key: A, B, C, D, E, F, K, L

03 Circle or stripes

YES means a circle OR any striped shape (including both).

Start: YES A / NO I

Full YES key: A, B, C, D, G, H, K, L

Full NO key: E, F, I, J

04 One of two

YES means stripes OR two dots, but NOT both.

Start: YES B / NO A

Full YES key: B, C, F, G, J, K

Full NO key: A, D, E, H, I, L

Only the eight final predictions score. A wrong guess about the rule itself does not lose points. Several ideas may fit a few examples; reveal the actual rule after everyone commits.
