

To place this game, the children will be using attribute blocks. The blocks have 4 attributes. They can be:

- Thick or thin
- Big or small
- Different shapes
- Different colors

As the students play the game, be sure to have them verbalize what attribute they are changing each time they put a block down.

Attribute Train Game

The idea is to form a line of attribute blocks so that each block differs from the one before it by ***one*** attribute. Put one block out to start the train. Have students take turns to pick blocks out of the container to add on to the train.

For example, a **Thick – Big – Red – Triangle** can be followed by a
Thick-Big-Red-Square OR a **Thin-Big-Red-Triangle**.
One attribute is changed in the block that is put down.

After the student puts down the block, ask “Why did you put that down? What is the attribute you changed?”

See how many attribute blocks you can add to the train!

