Division II
Recommended Materials for Virtual MP Teaching

- Webcam: The MP Institute used a 1080 camera. (we use: 1080P Webcam with Microphone, Mersuii USB Computer Web Cam)

- Gooseneck Camera holder (we use: Phone Holder Bed Gooseneck Mount - Lamicall Cell Phone Clamp Clip for Desk, 33.4 inches (85cm) bendable lazy long snake arm)
    - Camera distance from game play varies based on your camera

- 20 x 30 Foam Core board (can be found at many retailers)

- Transparent Dice Container

- Downloadable Labels from MP Website
    - Can be printed in black & white or color

- Neon dots for Par 55 (we recommend green)

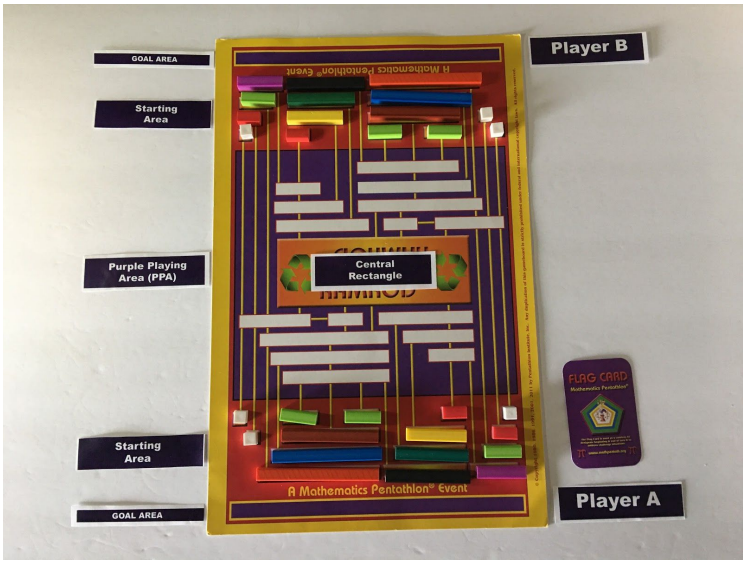
Sum Dominoes & Dice™

Positioning of Gameboard and Dominoes

- camera distance: 28” from board (varies depending on camera)
- white 20 x 30 foam board
- transparent container for dice (depth-at least 1 ½ - 2 inches; diameter 2 ½ - 3 inches)
- Download and print Player A and Player B Labels. Place beside each player’s dominoes as shown above.
- Game Host is bottom player.
- **Domino Selection:** Participant describes domino. Host points to domino and places as follows:
    - Non-Double Domino Placement: Participant describes domino to be selected, e.g. 3/7 and placed, e.g. end-to-end, end-to-side, up/down, left/right. For example, if an 8 was rolled and a 5 end was available in the playing area, the player placing the 3/7 domino could state “Using the end of 5, attach the side of 3 up.”
    - Double Domino Placement: For example, for a roll of 9, if a 3 end was available in playing area, player placing a double 6 could state “Using the end of 3, attach by the mid side of 6.”
- Sum Flag Card: On second part of turn player states sum. Host records sum and verifies. After taking turn, player asks Host to draw domino and pass Sum Flag Card to end turn.
- Specific Virtual Directionality Terms: up, down, left, and right.

RAMROD™

Positioning of Gameboard and Rods



- camera distance: 22” from board (varies depending on camera).
- black 20 x 30 foam board
- Download and print the following Labels: Player A and Player B; Goal Area (2); Starting Area (2); Purple Playing Area (PPA); and Central Rectangle. Place as shown above.
- The Game Host is the bottom player.
- Pre-Activities:
  1. 3 areas of gameboard (Goal Areas, Starting Areas, and Purple Playing Area)
  2. Values of Rods (1-10 based on white through orange rods)
  3. Values of Purple Playing Area (PPA) white Sum-Rectangles: Use orange and white rods to establish the longest centimeter length of 11 cm. Then move incrementally down, i.e. 10 cm, 9 cm. Then to the right top 8 cm, 6 cm, 4 cm, etc.) Describe rotational symmetry of opposite side of PPA.
- **Rod Selection:**
  The participant identifies Area first, then which color of rod to move. Host then points to rod and verifies.
- **Rod Movement:**
  1. **From Starting Area** SA to PPA, e.g. SA light green above 8 to 9 rectangle.
  2. **Movement in PPA**, e.g. below Central Rectangle move the green rod in the 4 rectangle to the 6 rectangle
     Note: When describing movement in PPA, refer to a rod’s location as either above or below the Central Rectangle.
  3. **From Central Rectangle** (CR) to my SA, e.g. red in CR to SA 3 above 8 rectangle.
- **Captures:** Upon making a capture, participant must state capture and tell host to place captured rods into goal area.
- Specific Virtual Directionality Terms: above/below, left/right.

PAR 55™

Positioning of Gameboard and Blocks

- Camera Distance (varies depending on camera)
- white 20 x 30 foam board
- Place neon dots on all Thick blocks
- Download and print Thick/Thin and Show Box Labels. Place as shown above.
- Organize Bank (left of board) so that Thick blocks are above Thin blocks. Also, that Large and Small blocks are separated (see above).
- Block Selection: participant describes block, e.g. small, thick, red, square. Host finds and places in Show Box.
- Block Placement: participant describes placement, e.g. above/below, left/right. Host uses pointer and places as indicated.
- Movement of Pawn: participant states the number to be moved. Host points, verifies and moves pawn.
- Bumping: Participant identifies bumping rule to have Host bump back 5 spaces.
- Specific Virtual Directionality Terms: up/down, left/right.

FIAR™

Positioning of Gameboard and Chips

- Camera Distance (varies depending on camera)
- white 20 x 30 foam board
- Download and print the **2 Coordinate Labels**, 1-9 and A-G. Place as shown above.
- Place chips to the side of the board. Separate blue from red chips as well as blocking/non-blocking chips.
- **Chip Selection:** Participant describes chip as either blocking or non-blocking. Host selects chip.
- **Chip Placement:** Participant describes placement, e.g. (5,E). Host uses a pointer to indicate if correct, then places the chip.
- **Chip Movement:** Participant describes movement, e.g. number of spaces up/down, left/right. diagonally up (left/right), diagonally down (left/right). Host uses a pointer to show indicated movement, then moves the chip.
- Specific Virtual Directionality Terms: up/down, left/right, diagonally up (left/right), diagonally down (left/right)

Kwatro-Sinko™

Positioning of Gameboard and Chips:
Gameboard is placed vertically with chips on board.

- black 20 x 30 foam board
- Chip Movement: Participant describes movement, e.g. Chip 5, move one space, e.g. up/down, left/right, diagonally. Host uses a pointer to show indicated movement, then moves the chip.
- Specific Virtual Directionality Terms: up/down, left/right, diagonally up (left/right), diagonally down (left/right).