

# Division III

## Recommended Materials for Virtual MP Teaching



- Webcam: The MP Institute used a 1080 camera with Microphone ([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
- Number stickers or paint pen for Queens & Guards chips

# Contig 60™

## Positioning of Gameboard, Dice, Chips, and Scoring Flag Card

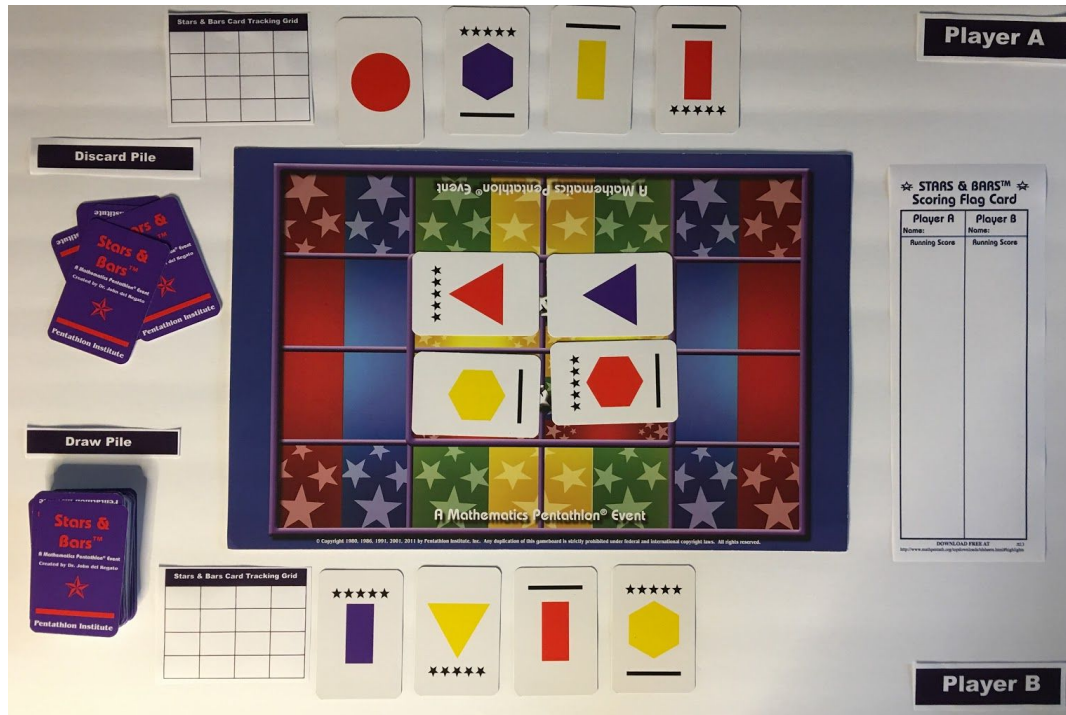


- camera distance: 28" from board
- white 20 x 30 foam board
- transparent dice container (depth-at least 1 ½ - 2 inches; diameter 2 ½ - 3 inches)
- Host shakes dice for players.
- Participant states dice values and Host records dice values.
- Chip Placement: Participant states number sentence, then describes which numbered space to place chip. Host points to and places chip as described. If Running Score has changed, participant states new Running Score and Host records.

Note: Participants should also have a Scoring Flag Card to record dice values and scores as well as scrap paper available for calculations.

# STARS & BARS™

## Positioning of Gameboard, Cards, and Scoring Flag Card



- camera distance: 22" from board
- white 20 x 30 foam board
- Download and print the following Labels: Player A and Player B; Discard Pile; Draw Pile; and Card Tracking Grid (2). Place each of these as shown above.  
Note: Each participant has a Card Tracking Grid to record the number of cards in each stack as shown above. Participant can always ask Host how many are in a stack.
- Card Selection: participant describes card, e.g. the red triangle with stars and no bars. Host points to card and picks up.
- Card Placement: participant describes placement, e.g. place on top of the yellow hexagon with both stars and bars. Host uses pointer and places as indicated.
- Participant states to Host number of points scored for play as well as total Running Score points to be recorded on Scoring Flag Card. Host records as described.

# Fab-A-Diffy™

## Positioning of Gameboard and Fraction Strips



- white 20 x 30 foam board
- Download and print the Player A and Player B Labels. Place as shown above.
- Fraction Strip Placement: Participant tells Host to place strip from Deck into Show Box. If there are less than 3 strips in the Placeholder Rectangles, then participant tells Host how many and where to place strips, e.g. place a strip in the middle section, bottom rectangle.
- Upon each turn a participant attempts to make a trick and will either:
  - 1) describe the color and value of the 2 strips that equal the value in the Show Box, e.g. red  $\frac{2}{6}$ s plus yellow  $\frac{1}{3}$  equals red  $\frac{2}{3}$ s and states the corresponding number sentence. Host points to indicated strips, then places trick below the Player's Label, or
  - 2) if a Trick can not be made, participant describes to Host which Placeholder Rectangle to position strip from Show Box, e.g. the second rectangle from the top and on the right. Host points to, then places in corresponding rectangle.
- Specific Virtual Directionality Terms: left/right and middle

# Juggle™

## Positioning of Gameboard, Polyominoes, Dice & Flag Card



- white 20 x 30 foam board
- Download and print the following Labels: Player A and Player B; Pentomino Legend; and 2 Coordinate Strip Labels (1-9) and (A-1) - one for each board. Place each label as shown above.
- transparent dice container (depth-at least 1 ½ - 2 inches; diameter 2 ½ - 3 inches)
- Place polyominoes on top and between the 2 boards as shown.  
Note: Duplicate polyominoes should be placed on top of one another.
- Host shakes dice container for Players.
- Polyomino Selection: participant describes polyomino by letter or geometric shape. Host points to corresponding polyomino.
- Polyomino Placement: participant uses coordinates to describe placement, e.g. (1,A), (1,B), (1,C), (2,A), (2,C). Host uses pointer to indicate if correct, then places polyomino.
- Wild 6 Exact Value Method When Desired Polyomino is Not Available in Bank: participant describes coordinate location of opponent's piece. Host points to and picks up piece. Participant describes coordinate location of where to place on own board. Host points and places as described.

