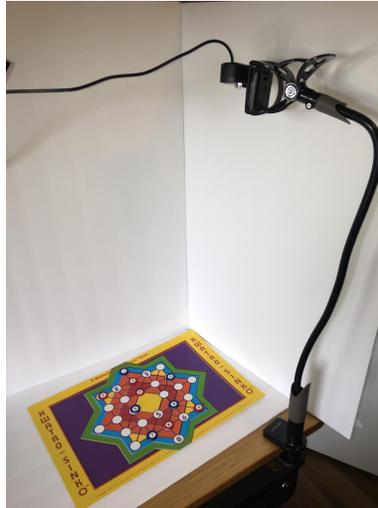


Division IV

Recommended Materials for Virtual MP Teaching



- Webcam: The Pentathlon Institute used a 1080P Webcam with Microphone, ([Mersuii USB Computer Web Cam](#))
- Gooseneck Mount Camera Phone Holder ([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
https://www.amazon.com/gp/product/B07V9M9PDN/ref=ppx_yo_dt_b_search_asin_title?ie=UTF8&psc=1
- Downloadable Labels from MP Website
 - Can be printed in black & white or color

Pent 'Em In™

Positioning of Gameboard, Pentominoes, Dice & Flag Card



- white 20 x 30 foam board
- Download and print the following labels: Player A and Player B Labels and the Coordinate Strip Labels (1-9 and A-M). Place as shown above.
- Number each set of chips 1 and 2 as shown above.
- Position gameboard horizontally and place pentominoes and chips as shown above.
- Movement Record Flag Card: Under Name also record color of pentominoes.
- Placement Phase: Participant describes pentomino by letter or shape and Host points to corresponding pentomino. Participant then uses coordinates to describe placement, e.g. (1,B), (2,A), (2,B), (2,C), (3,B). Host uses pointer to indicate if correct, then places pentomino.
- Movement Phase:
 - a) Pentomino Movement: Participant describes the following and Hosts verifies pentomino and movement.
 1. Pentomino to be moved
 2. Type of movement, e.g. slide, flip, or rotation
 - **Slide:** up/down; left/right and/or coordinates to land on
 - **Flip:** which external edge to flip over and/or coordinates to land on
 - **Rotation:** which external vertex, type of rotation (quarter, half, 3 quarter turn or 90, 180, 270 degrees) and direction (clockwise/counterclockwise) Coordinates should be used to clarify.
 - b) Chip Movement: Participant describes which chip, type of movement (horizontal, vertical, or diagonal), direction (up/down; left/right), and landing coordinate. Host identifies chip and shows movement.

Prime Gold™

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



- camera distance: 28" from board
- white 20 x 30 foam board
- white board/dry erase or scrap paper to record dice roll & number sentences
- transparent dice container (depth-at least 1 ½ - 2 inches; diameter 2 ½ - 3 inches)
- Use Sharpie medium point, oil based, opaque white paint marker to circle all red transparent chips (necessary to make visible on gameboard)
- Host shakes dice for participants, states, shows and records the three values rolled. Participants also record the 3 dice values.
- Writing a Number Sentence & Chip Placement: Participant formulates and states number sentence as well as telling Host how to record on Equation Flag Card, then describes which numbered space to place chip. Host records number sentence on Equation Flag Card, then points to and places chip as described to verify.
- Chip Removal: After participant utilizes Shafts or Veins of Prime Gold Rules, participant tells Host which chips to remove or replace. Host carries out as described.

NOTE: Participants should have scrap paper/calculator and an Equation Flag Card for recording purposes.

FRAC-FACT™

Positioning of Gameboard and Fraction Strips



- white 20 x 30 foam board
- Download and print the following Labels: Player A, Player B; and 2 copies of both Scoring Pile and Discard Pile. Place as shown above.
- In taking a turn, Participant tells Host ONE of the following actions:
 - 1) Make a Trick: If Participant CAN make a trick, the participant tells Host to describe the color and value of the 2 strips in Player's Hand that equal the value of one of the strips in the Red Results Rectangles, 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 on Player's Right Side of board. Participant then tells Host to pick up 3 bars from the Deck and to select which 2 strips to be placed in Hand and which strip to be placed in Red Results Rectangle.
 - 2) Pass (without Discarding/Replenishing): Player tells Host to Pass the Flag Card.
 - 3) Discard & Replenish, Participant tells Host which strips to discard from Hand and place on Left Side of board. Then tells Host to Replenish with strips from Deck. Then proceed to make a Trick or Pass.
- Forced Discard: If participant chooses #2 above, then opponent may ask Host to pass back the FLAG CARD, then states "Forced Discard". Participant must then tell Host which strips they are going to discard/replenish.
- Specific Virtual Directionality Terms: left/right and middle

Fraction Pinball™

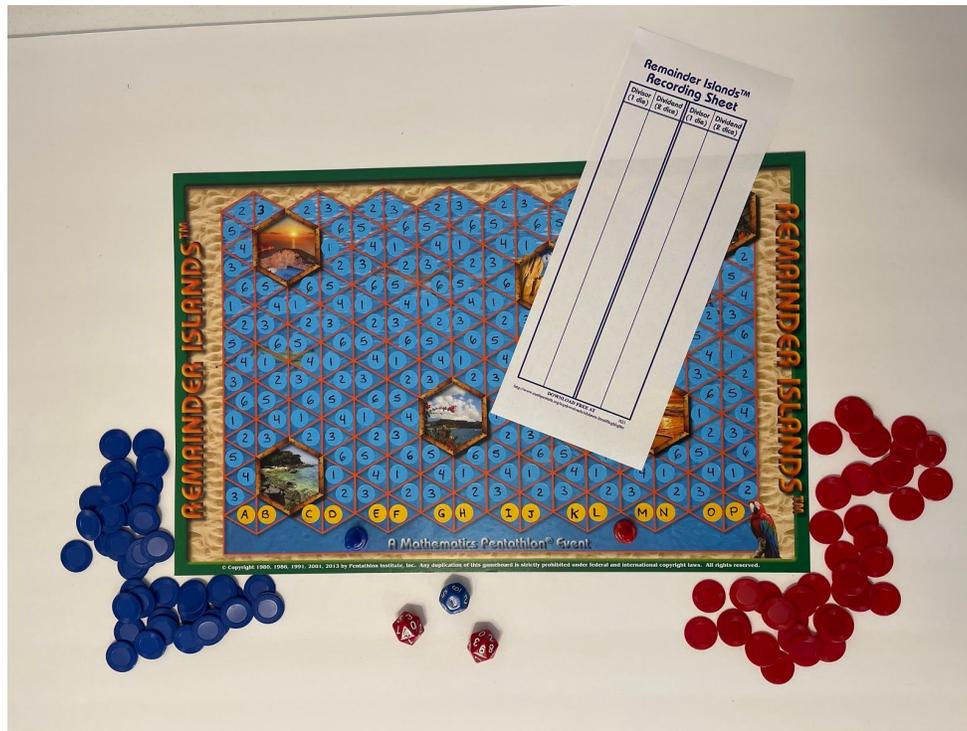
Positioning of Gameboard, Labels, Pawns and Accumulated Scoring Flag Card



- white 20 x 30 foam board
- Download and print the following Labels: RED, BLUE; and Fraction Pinball Accumulated Score Flag Card. Place as shown above.
- Number Red and Blue Chips 1, 2, & 3 as shown above.
- To help distinguish between each set of two PAWNS, paint the tip of one Blue & one Red Pawn white.
- Position gameboard vertically and place Chips on Center Star & Pawns as shown above.
- Accumulated Score Flag Card:
- Pinball and Chip Movement: Participants use the Lettered Nodes and Fraction Values to describe their movement. If a piece strikes the edge of the Gameboard, using the term "Ricochet" is useful.
- After landing on a Fraction Value, the participant tells Host to record the converted decimal value and Accumulated Score.
- Neutralization: Host is NOT to move neutralized chip to Captive unless requested.

Remainder Islands™

Positioning of Gameboard and Letter/Numbering System



- white 20 x 30 foam board
- Download and print the following Label: Recording Sheet for the 2 Icosahedra Dice (Dividend) and the Dodecahedron Die (Divisor).
- Letter & Number patterns used to describe movement
 - **SEE NEXT PAGE FOR GAMEBOARD NUMBERING & LETTERING.**
- Formation of Number Sentence: Host rolls dice, states, & records the 3 values on Recording Sheet. Participant then states the desired number sentence, quotient and remainder. This corresponds to either Pawn Movement and Depositing of Chip(s), or the Zero Remainder Options.
 - Host assures deposited chips are in stacks of 5 or less.
 - During a turn, Pentathlete can ask how many chips are on Islands.
- Movement of Pawn
 1. Start: For each player's beginning move, the participant tells the Host the letter that begins their move (letter counts as the first space of the move).
 2. Movement: Participant tells Host the numbers that correspond with their triangular pathway. Host MUST use a pointer to follow the pathway described by the participant before moving the Pawn.

For Virtual Game Play



- Starting Triangles are identified by letters A-P. Record these letters as shown above.
- Use the Hexagonal Pattern above to record the numbers 1-6 as shown. OR, use the horizontal repeating pattern 2,3,2,3... / 6,5,6,5... / 4,1,4,1... to record values as shown above.
- NOTE: Make sure that you are accurate in recording these patterns. Circular stickers used were - ChromaLabel 1/2 Inch Round Permanent Color-Code Dot Stickers, 1000 Labels per Roll, Light Blue & Goldenrod