

Facilitator Guide

OVERVIEW OF EDUCATIONAL COMPETENCIES AND PSYCHO-PEDAGOGICAL REPORT.

CURRICULUM AREAS:

- Mathematics
- Social and Civic Values

KEY COMPETENCIES:

- Mathematical competence and basic science and technology competencies
- Learn to learn
- Social and civic competencies
- Initiative and entrepreneurship

COGNITIVE SKILLS:

- Spatial orientation
- Hand-eye coordination
- Visual perception
- Attention

EXECUTIVE FUNCTIONS:

- Inhibition control
- Working memory
- Decision making
- Planning
- Cognitive flexibility

SOCIAL SKILLS:

- Accepting rules
- Patience
- Group cohesion
- Theory of mind

EMOTIONAL SKILLS:

- Frustration tolerance
- Emotional intelligence

You arrive home from school, enter your bedroom and... Julia and Paul have mixed all the pieces of your construction toys! However, you don't get upset. Instead, you join the party! There are so many ways of playing with all those pieces that you are sure to become the best builders in the whole world.

Objective

The goal of Constructowers is to **build towers** with cards while meeting the victory conditions of the different game modes.

Components

- **54 Builder** cards.

- **18 Expert** Builder cards (roof and ground floor).



Yellow plastic with 1 builder.



Red wood with 2 builders.



Green metal with no builders.

Cards

Cards include 3 features:

- **The material:** plastic, wood, or metal.
- **The colour:** yellow , red  or green .
- **The number of builders:** 0, 1, or 2.

Each **card** represents a **floor** of the tower you are building. To build a tower, cards are placed **horizontally** one next to the other in a column, so the sides that connect the cards match.



Construction Rules

The towers you build have to meet **2 simple requirements**:

- You can place a card above or below another card, depending on the game mode, if both cards share **only one feature**: building material, colour, or number of builders.
- The tower cannot have **3 consecutive floors** (one on top the other) that share a **common feature**.

NOT VALID.

The floors share **2 features** (colour and number of builders).



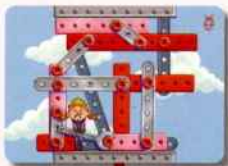
VALID.

The floors **only share 1 feature** (number of builders).



NOT VALID.

This would be the third floor in a row with only 1 builder.



MODE 1: MESSED UP TOWERS

6+

 2-4

Objective

In "Messed Up Towers" you have to be the first player to build **3 towers with 5 floors each**. In this game mode you can only place floors one **on top** of the other, following the construction rules.

Game Setup

- Leave all the **Expert Builder** cards in the box.
- Shuffle all the Builder cards together into a **single deck**.
- Deal **1 card face down** to each player.
- Place the rest of the **deck face down** in the centre of the table, within reach of all players.
- Choose the first player at random.



Gameplay

The game is played in turns, in clockwise order. Each turn is divided into **2 phases**:

- **Draw Phase.** Draw the first card of the deck.
- **Construction Phase.** Choose 1 of the 2 cards in your hand:
 - If you haven't started a tower yet, use it to start your first tower.
 - If you already have a tower you can add the card to the tower, following the normal construction rules.
 - If you cannot or do not want to add to a previous tower, you can use the card to start a new tower. But careful. You can only build 3 towers at the same time.
 - If you have already started 3 towers and can't play any of your cards, you must discard one of them. Place it face up, next to the main deck, to form the discard pile.



Example: You cannot place this card on top of the other 2 towers, so you can use it to start your third and last tower.



Special Card

The cards that have a **hand icon** represent a virtual slap that allows you to **knock down** a floor from another player's tower. If you have a special card in your hand:



- You can choose to play this card on **another player's tower**, as long as you follow the construction rules. If you do, **remove** both your card and the top floor of the tower you played it on. Then it is the next player's turn.
(**Exception:** you cannot play this card on the fifth card of an opponent's tower).
- You can place the special card on **one of your towers**, without applying its effect, following the normal construction rules.

After the Construction Phase, your turn is over and it is the next player's turn, in clockwise order.

If the deck runs out of cards, reshuffle the discard pile to form a new deck.

End of Game

The winner is the first player to build 3 towers with 5 floors each.



MODE 2: EXPERT BUILDERS

8+



2-4

Objective

In "Expert Builders" you have to **gather 20 cards** before any other player does, **or have the most cards when the deck runs out of cards**.

Game Setup

Shuffle both the Builder **and the Expert Builder cards** into a single deck. Place the deck **face down on the table** within reach of all the players. Deal **1 card face down** to each player. Choose the first player at random.

Gameplay

The game is played **in turns**, in clockwise order. All players collaborate to build towers in the centre of the table. In this game mode **towers do not belong to anyone**.

Your turn is divided into 2 phases:

- **Draw Phase:** Draw 1 card from the deck.
- **Construction Phase:** Try to **add 1** of your 2 cards to any tower in play. There is no limit to the number of towers that can be under construction on the table.
 - If there aren't any towers or **your card does not match** any towers currently under construction, simply use it as the starting floor **of a new tower**.

- You can place floors **under or on top of** any other floor, as long as you always follow the construction rules.



- **Ground-floor** cards are always placed **at the bottom** of a tower and **roof** cards are always placed **on top**. You cannot place Building cards below the ground floor or above the roof, not even **special cards**.



- **Special cards** (with the hand icon), are **wild cards** which allow you to build **a floor** ignoring the normal construction rules. After playing this card, construction rules are applied as usual.



- If a tower already has **10 Builder cards**, you **can no longer add** Builder cards to that tower. You can only add a ground floor and a roof.

A tower is considered **finished** when it includes **both ground floor and roof**. The player who places the roof or the ground floor, **therefore finishing** the tower, will take **all the cards** of that tower.

End of Game

The game ends when:

- **The deck runs out of cards.** The winner is the player with **the most cards**,
- A player **gathers 20 cards from previously built towers**. That player wins the game.



MODE 3: RECONSTRUCTOWERS

8+



2-6

Objective

In "Reconstructowers" you must try to score **3 Victory Points**. Each round you get 1 Victory Point, if you build a 5-floor tower before anyone else.

Game Setup

- **Leave all the Expert Builder** cards in the box.
- Shuffle all the Builder cards and randomly lay them out face down on the table, within reach of every player.
- In this game mode there is no common deck; instead, cards are **laid out on the table**.

Players start the game with their hands behind their backs.

Gameplay

In this game mode, **all players play simultaneously**; there are no turns.

To start the game, one player has to **count backwards from 5**. The game starts as soon as the countdown reaches 0.

Each player **takes 1 card from the table** and uses it as the **starting floor of their tower**. Then, they immediately **take another card** and check whether they can add it as a **new floor** to the tower, following the normal **construction rules**.

- If they can't, they must **return** the card **face down** to the table and **take a new card**.
- If the **new card matches** their tower, they **can add it** and continue taking cards from the table.
- If it's a **special card** (with the hand icon), the player can:



- **Add it to their tower ignoring its effect** and following the normal construction rules.
- Add this card to **another player's tower**, ignoring the normal construction rules. Then, they **remove from the game** both the special card and the opponent card it was played on.

The first player to build a **5-floor tower** shouts "CONSTRUCTOWERS!" and **stops** the game. The rest of the players check whether the tower has been built following the normal construction rules:

- If it has, the player who stopped the game gets **1 Victory Point**. All the cards used during the round are returned to the centre of table, mixed together, and a new round starts.
- If it hasn't, the round **continues**. The player who shouted "CONSTRUCTOWERS!" returns his tower's cards to the centre of the table. They mix up the cards and count backwards from 5 to resume the round.

End of Game

The winner is the first player to get **3 Victory Points**.