

Game: Trimon

Trimon is a game that helps students develop an understanding of quantities. It uses 40 triangular cards that show either dots or numbers. They learn to recognize and compare quantities by analyzing the dot cards and matching them with the corresponding number cards.

The dot cards have dots in two colors: red and blue. This helps the children identify different quantities:

- the number of red dots
- the number of blue dots
- the total number of red and blue dots together

To identify a quantity, the child focuses on the red dots and ignores the blue dots. For the next quantity, they look only at the blue dots and ignore the red dots. Finally, the child recognizes the total quantity by counting both the red and blue dots.

Game Instructions

Material

40 triangle cards (dot cards and number cards)

Game Setup

1. Shuffle the triangle cards with the dots and place them face down.
2. The youngest player draws one of these cards and places it face up in the middle. This is the starting card.
3. Place all the other cards face up on the table where everyone can see them.

Gameplay

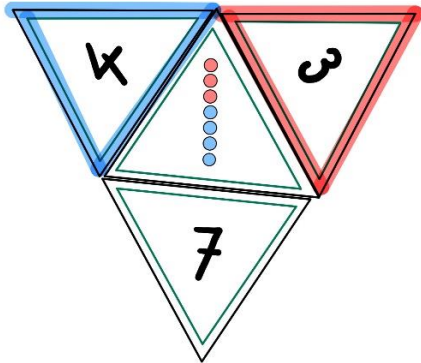
Players take turns placing a triangle card next to an already placed triangle card.

Follow these rules:

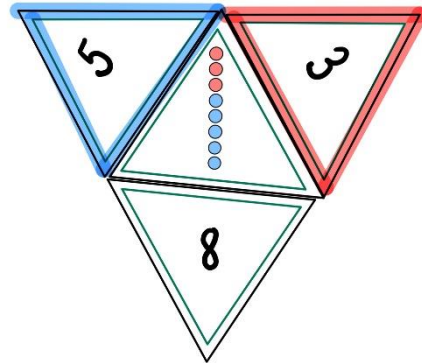
1. A triangle card with dots (**dot card**) must be followed by three triangle cards with numbers (**number cards**).
2. A number card can then be followed by a dot card.
3. Two more number cards can be placed next to this new dot card.

The following rules apply for the **number cards**:

- One number card shows the number of blue dots on the dot card.
- One number card shows the number of red dots on the dot card.
- One number card shows the total number of dots on the dot card (blue and red together)



Example 1



Example 2

End on the Game

The game ends when the last dot card has been placed. The goal of the game is to create a pattern where as many number cards as possible remain.