

## Bus Depot: EXCERPT

Students solve tangram puzzles to understand how larger shapes may be built from smaller shapes. Once a puzzle is solved, a bus zooms in to pick up passengers. The puzzle picture animates. Students solve three puzzles. FV will create twelve puzzles total to encourage repeat play.

## Mechanics






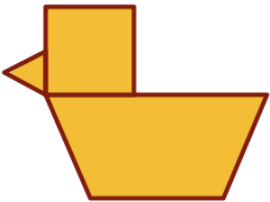
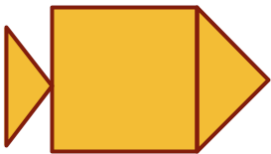

### Setup:

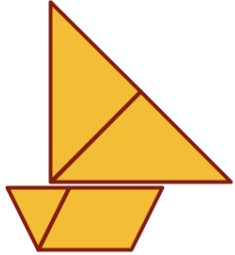
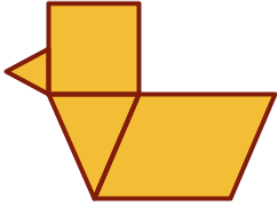
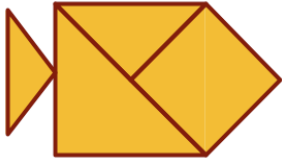

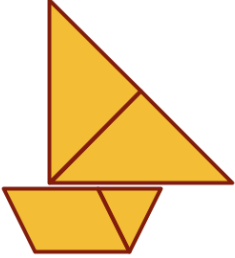
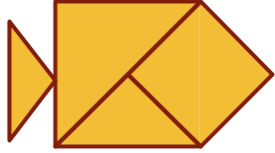
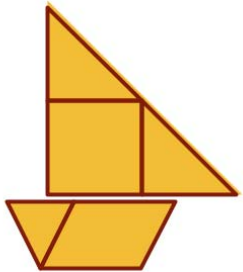

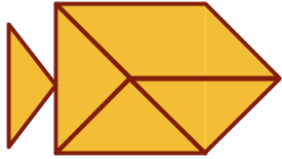

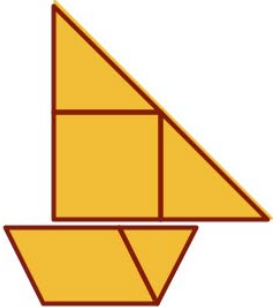

A game consists of 3 tangram puzzles.

- Round 1: 3 shapes
  - Round 2: 4 shapes
  - Round 3: 5 shapes
1. Random select **tangram** picture: boat, duck, fish, or house (see [Tangram table](#)). Do not repeat a tangram picture per game. Picture appears on bus stop – either scrolling or “pixelating” into view (see [tangram](#) animation).
  2. Display corresponding puzzle shapes (3, 4, or 5) based on round. Shapes may overlap. Randomly rotate and flip each shape.
    - rotate (0, 45, 90, 135, 180, 225, 270, 315)
    - set flip = ON/OFF
  3. Play VO:
    - (Round 1 only) **stevens\_instruct**
    - (All rounds) **rosa\_prompt**

## Tangrams

Pictures are ads that appear on the back of the bus stop. Red outlines show required shapes per puzzle. Red outlines also appear if player clicks **Help** during gameplay (see [outlines](#)).

	boat	duck	fish	house
				
3				

4				
				
5				
				
	boat_reward	duck_reward	fish_reward	house_reward
	