

Rubik's cube cones

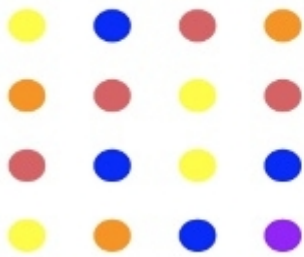
GameProgression

1. Players/team aim to rearrange cones 'a la' a rubik's cube so that lines of one colour are created.
2. Only 2 cones that are adjacent to each other can be switched places
3. Continue playing for set time or until each line is one colour

1. Can differentiate by changing the size of the square
2. Could run as a relay competition with each player taking their turn to move a cone or have a group stand around cones and work together to make decisions to move them
3. Make it a competitive practice by having two groups of players working on separate rubik's cubes



From this...



...to this

