

Blueprints



[Skills/Mechanisms]

City Building

Dice Rolling

Pattern Recognition

Set Collection

Family Game

[Board Game Description]

In **Blueprints**, players are architects who must use different colored dice to build three different structures from blueprints, with the dice providing different advantages to you. In the game, each round progresses like this: Discover your blueprint. Each turn, choose a die and place it in your building. Reveal your building, tally your points, then discover who wins the awards and prizes.

[Alignments]

CC.8.5.6-8.G: Integrate visual information (e.g., in charts, graphs, photos, videos, or maps) with other information in print and digital texts.

16.1.5.A: Examine the impact of emotions and responses on view of self and interactions with others.

YOU ARE ARCHITECTS THAT MUST COMPLETE THREE DIFFERENT BUILDINGS BY USING BLUEPRINTS. WHO WILL BE THE BEST ARCHITECT?

Inventory

32 Dice: 8 each of four colors: black, orange,
green, and clear

24 Blueprint cards

1 Scoring Track

4 Scoring Markers

9 Award cards

12 Prize cards

4 Building Screens

Instructions