

Reflection Sheet: Cloud City

Your Name: _____ Team Members: _____

1) Predict Your Final City After 4 Turns.



Stop after playing your 4th city tile (turn).

a) How are you planning for your city (game board) to look at the end of the game?

b) Your city has 4 tiles. Where do you **predict** those 4 tiles will be in your 3 x 3 city at the end of the game? Use this grid to show your **prediction**:

You will only fill in **four** city tiles right now!

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Stop at the end of your game. Ask an adult to take a picture of your final city!

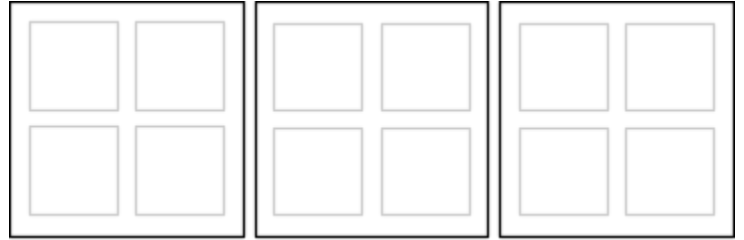
c) Describe how your final city is the same or different compared to your prediction. Why is the same or different?

2) Visualize Changing One Tile & Its Walkways!

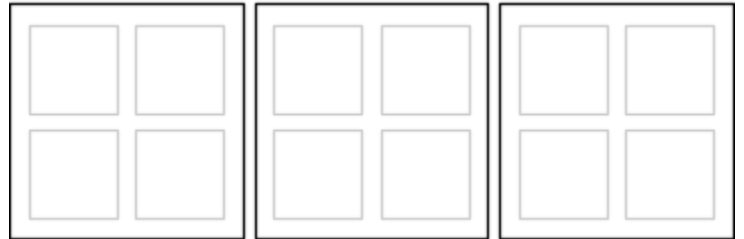
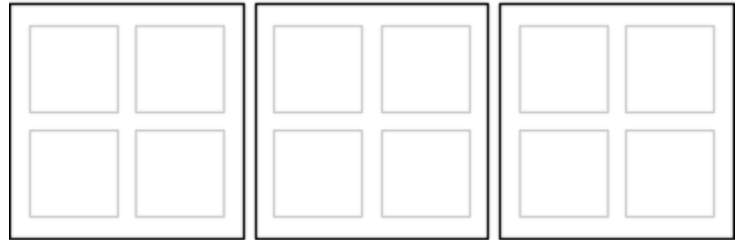
- a) Analyze your final city. If you could **rotate one city tile** to get more points, which one would it be?

Use **words** to say where the tile is located in the city: _____

Draw, on this board, the **one city tile** you would rotate – in its new orientation.



Draw the new walkways you could build because of the change in the city tile.



- b) Explain **how you decided** which city tile to rotate. Now that you can see the whole city, why is this a better choice?