Pocket Park: Answers 1

Check the given example, not the cover.

Page 3: the written brief

1 Sixteen tile positions. 2 All four squares in the bottom row, row 1, are path tiles. 3 Six flower tiles and six grass tiles. 4 The budget is 18 pretend tokens. The brief describes paper planning, not a real park or real prices.

Page 4: count the fixed example

Flower 6; grass 6; path 4. Check: 6 + 6 + 4 = 16. Counting by rows gives 1, 2, 3, 0 flower tiles. The bottom row has 4 path tiles. Every position belongs to exactly one type.

Page 5: squares and moves

A3 F (flower); C3 G (grass); D2 F (flower); B4 G (grass). Start at A1 and make three one-square moves right: B1, C1, D1. Finish D1, a path tile. Three moves visit four different squares when the starting square is included.

Pocket Park: Answers 2

Fixed criteria and an open design response.

Page 6: a pretend token budget

Four path tiles at 2 tokens each cost 8. Six flower tiles at 1 each cost 6. Six grass tiles at 0 each cost 0. Base total: 14 tokens. With a small sign: 14 + 1 = 15, leaving 3 of the 18 tokens. With a large sign: 14 + 4 = 18, leaving 0. Both choices fit; choosing either is valid if the calculation and reason agree.

Page 7: compare two proposals

Plan A has 4 path, 6 flower and 6 grass tiles: all criteria pass. Plan B has 4 path, 7 flower and 5 grass tiles. Its bottom path row passes, but the flower and grass counts fail. Any one F changed to G repairs the counts. D4 is one valid example; accept the other six flower squares too.

Page 8: design, partner test and improve

Many plans are valid. Require four bottom-row path squares, six flowers and six grass squares, a readable name outside the grid and either sign choice with a correct total no greater than 18. Record the partner’s actual counts and comments. A revision can improve clarity or correct a count. No partner response or successful result is prescribed.