

Name _____

Date _____

Math Game: Sokonumber

✓ What I Practiced

What helped you win each level?

- | | |
|--|---------------------------------|
| <input type="checkbox"/> Using logic to move the tiles | <input type="checkbox"/> Other: |
| <input type="checkbox"/> Planning moves in advance | |
| <input type="checkbox"/> Thinking about number changes | |

⚙️ How I Solved It

A number modifier (+1) was introduced early in the game.
What does the modifier do?
How is it useful?

📌 Next Steps

What was tricky about Sokonumber?

What would help you do better?

- | | |
|---|---------------------------------|
| <input type="checkbox"/> Visualize the solution | <input type="checkbox"/> Other: |
| <input type="checkbox"/> Plan moves ahead | |