

HTML/CSS/Attribute Mastermind (HTML, CSS)

(Pairs) Players figure out which tags are real and which are fake by playing a game similar to the classic Mastermind.

Time: 15 minutes

Core concept: An exercise in recognizing (recall) of correct tags, selectors and attributes of front end languages.

Materials:

- Cards
- 2-sided REAL/FAKE pogs for marking cards

Procedure:

- Teacher decides if you are using the tag, selector, or attribute set and hands out the appropriate card sets to each pair team.
- Player one shuffles the cards and lays out 5 cards face up.
- Player one is allowed to peek at the back and see if it is real or fake.
- Player two then has to mark each card with a TRUE/FALSE pog, trying to guess which it is.
- Player one tells player 2 the number correct but not which ones.
- Player two has to change the REAL/FAKE pogs until they get them all right.
- Player one and two trade roles.
- Repeat as needed.

[Link to PDF of tag cards](#)

[Link to PDF of CSS cards](#)

[Link to PDF of REAL/FAKE pogs](#)