Mastermind Mini *(HTML, CSS)*

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

Time: 10 minutes

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

Materials:

- 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 2 cards face up.
- Neither player is allowed to peek at the back and see if it is real or fake.
- Both players have to make a guess about whether it is fake or not.
- Once they have stated their guess, the cards can be flipped over to reveal the truth.
- If both players guessed correctly on a given card, each player receives 5 points. If one player guesses correctly, and the other incorrectly, the player that guessed correctly gets 1 point. If neither player guesses correctly, no points are awarded.
- Go through the entire deck of cards. The player with the most points wins.

[Link to PDF of tag cards](#)
[Link to PDF of CSS cards](#)