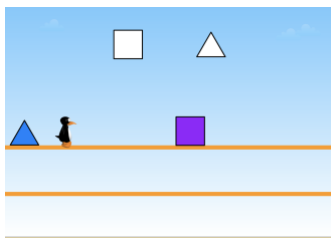


Standards

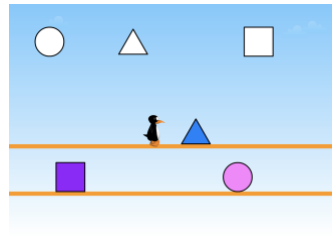
K.G.B.4: Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices/"corners") and other attributes (e.g., having sides of equal length).

Game Description

Match shapes to their outlines to clear Jiji's path. This game introduces basic geometric shapes and the ideas of direction and position.

Suggested Puzzles


Level 1



Level 2

Materials

Vocabulary cards, whiteboard and markers for each student

Directions

- Show a puzzle from Level 1 and ask students to describe what they see on the screen.
- Ask students how they think we can get Jiji to cross the screen.
- Discuss the shapes using vocabulary of triangle, circle, and square or rectangle.
- Have students describe the shape in Jiji's way.
- Have students identify attributes such as number of corners and number of sides.
- Have students draw, on their whiteboards, the shape that they will select from the shapes in the sky.
- Repeat with puzzles from Level 2.

Sample Questions

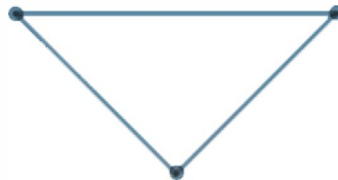
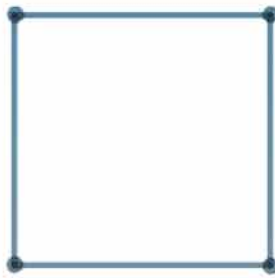
- What shape is in Jiji's way?
- What shapes are in the sky?
- How many sides (corners) does this shape have?
- Describe where the blue triangle is.

What to look for

- How does the student:
- describe the shapes?
 - name the shapes?
 - describe the location of the shapes?

Extensions

- Give students a set of the vocabulary cards and have them sort the cards into two piles. Ask student to share their sort and explain why they put the cards in those piles.
- Show or describe a shape and ask the students which set your shape would belong in and why.



triangle

square

Draw

Vocabulary
Card Sort
Kindergarten
Exploring Shapes:
Match Shape