

Playing with Shapes

Activity 19 Hunt for Shapes

- Pick a shape to look for wherever you and your child go for the whole day. Find that shape, wherever it is. For example, if you are looking for circles, notice clock faces, wheels, headlights; another day, if you are looking for rectangles, notice windows and doors, signs, and so on.
- Some days, look for a flat shape, such as triangles, rectangles, squares, circles; other days look for a shape that is not flat, such as cylinders (tin cans) and spheres (oranges) and pyramids.
- Read a book about shapes, from the list in Appendix B.

Activity 20 Make a Picture

Copy the pages of shapes on the following pages on coloured paper and cut them out.

- Use the shapes to make a picture by gluing them onto a sheet of paper. Make a picture of an animal, or a person, or your home, outside or inside, or your street or the forest, or anything you want.
- When it's time to put the shapes away, sort them and put them in different envelopes.

Make it harder

- Make a picture using only 1 shape in many colours and sizes.



Activity 21 Make a Memory Game

➤ *Make your own game.*

- Copy the following pages of shapes on coloured paper and cut them out.
- Pick 8 of the shapes you cut out. They may be different shapes, or the same shapes in different colours or sizes. Then pick another 8 exactly the same as the first. For example, you might have 2 red squares, 2 yellow circles, 2 green circles, 2 large green triangles, 2 small green triangles, and so on.
- Get 16 index cards, or cut 16 cards out of heavy paper.
- Glue each shape to the front of one of the cards.
- Sort the leftover shapes and put them in different envelopes.

How to play

- Mix up the cards and put them face down.
- The first player turns over 1 card, then turns over another card, trying to find a match.
- If the 2 cards are the same, she takes the 2 cards and puts them beside her. It is still her turn, so she turns over another card, then turns over another to see if it matches.
- If the 2 cards are not the same, she turns them back over in the same place, and her turn ends. The other player takes a turn.
- The winner is the player with the most pairs. Some kids like to know who is the winner, and other kids don't care.

Make it easier

- **➤** Use only 6 or 8 cards.



Activity 22 Pull a Pair

➤ *Make the game*

- Copy the pages of shapes that follow on heavy coloured paper and cut them out.
- Pick 8 of the pieces you cut out, all different. They may be different shapes, or the same shapes in different colours or sizes. Then pick another 8 exactly the same as the first. For example, you might then have 2 red squares, 2 yellow circles, 2 green circles, 2 large green triangles, 2 small green triangles, and so on.
- Put all of the shapes into a paper bag or a big envelope.

Play the game

- The first player reaches into the bag or envelope and pulls out a shape and puts it on the table. Then she reaches in and pulls out another shape. If it is exactly the same as the first shape, the player wins the pair. If it does not match, the player puts the second shape beside the first.
- The second player takes a turn, picking 1 shape out of the bag and trying to match it with the shapes already on the table. Then she pulls another shape out of the bag and tries to match that one.
- Every turn, the player gets to pull 2 shapes out of the bag and tries to match a shape already on the table. When she finds a match, she wins the pair.
- Keep taking turns until all the shapes are out of the bag.

Make it harder

➤ Put more pairs into the bag to start.

➤ Change the rules about matching. Put shapes of 2 different sizes and 2 or 3 colours in the bag. A big square could match with a big triangle (both big), or a red circle could match with a red square (both red), or a big square could match with a small square (both square).





