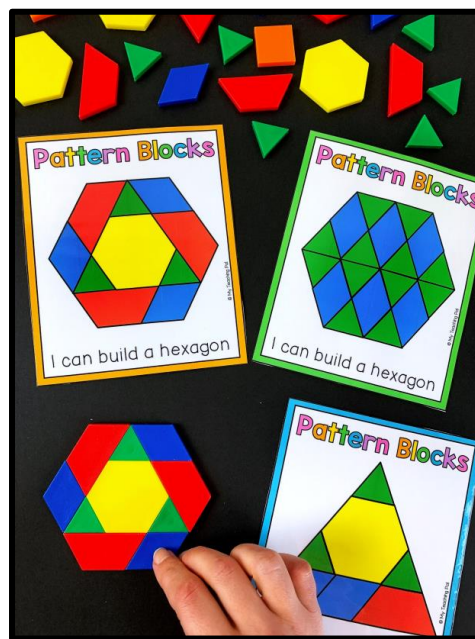


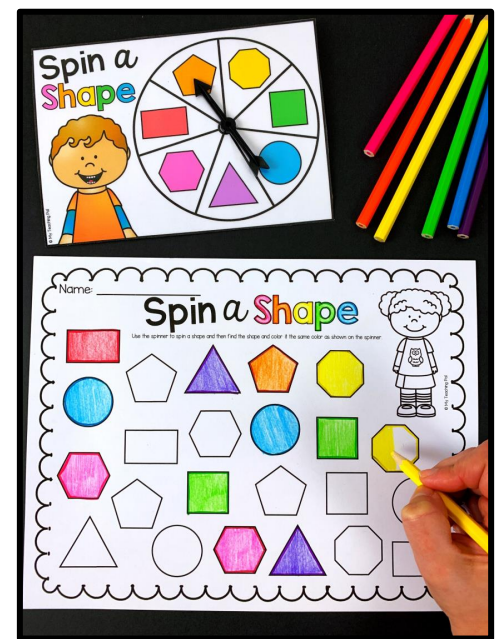
# The Activities



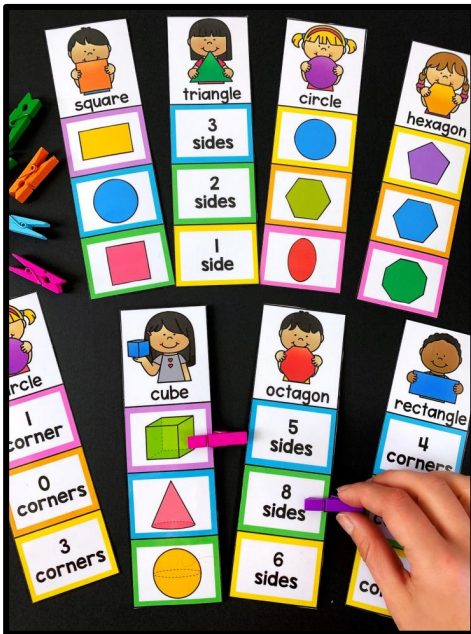
I Spy Shapes



Pattern Block Shapes



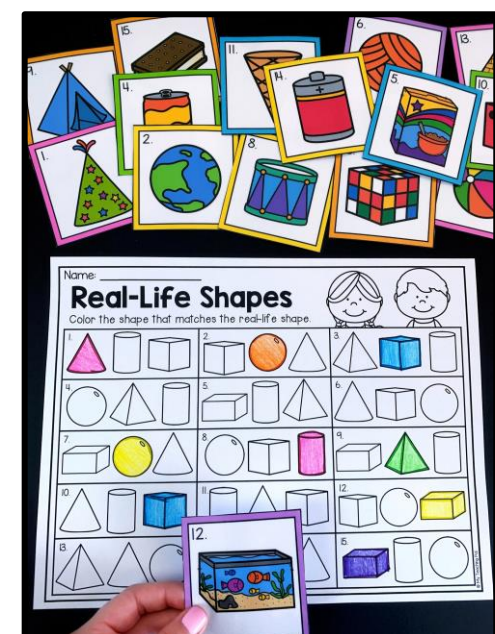
Spin a Shape



Shape Clip Cards

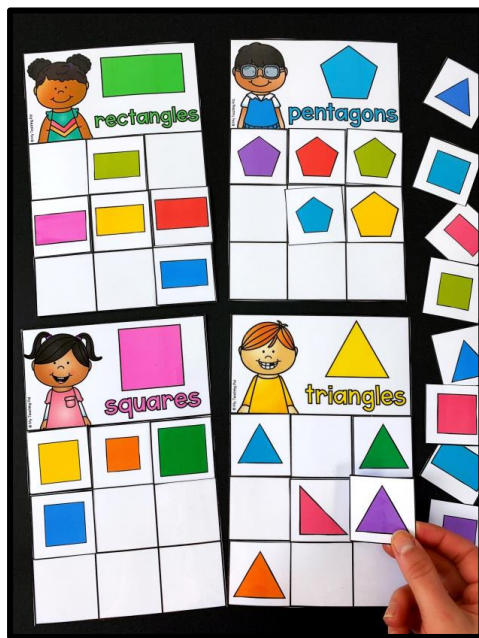


Monster Shapes

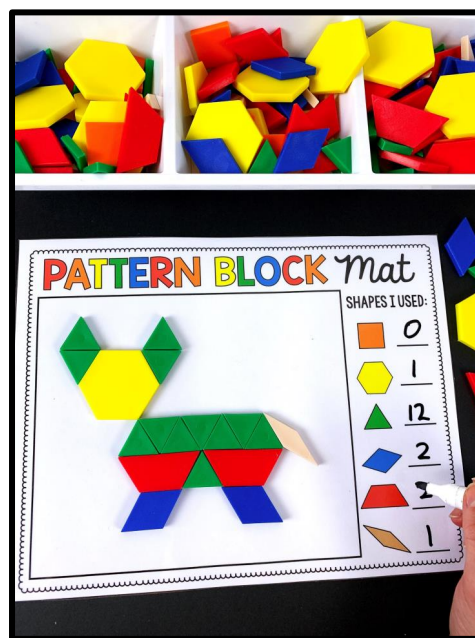


Real Life Shapes

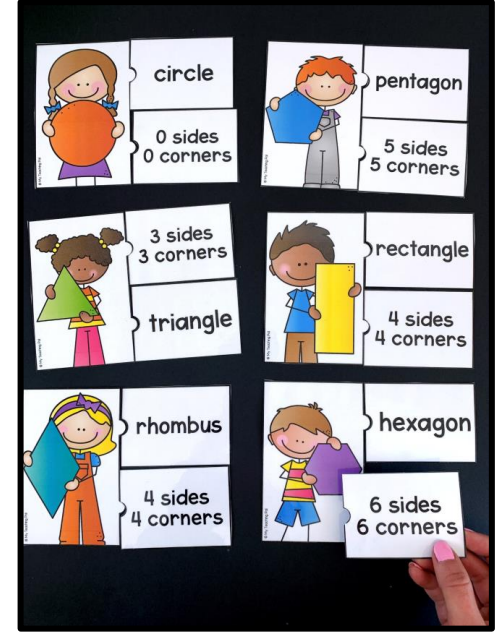
# The Activities



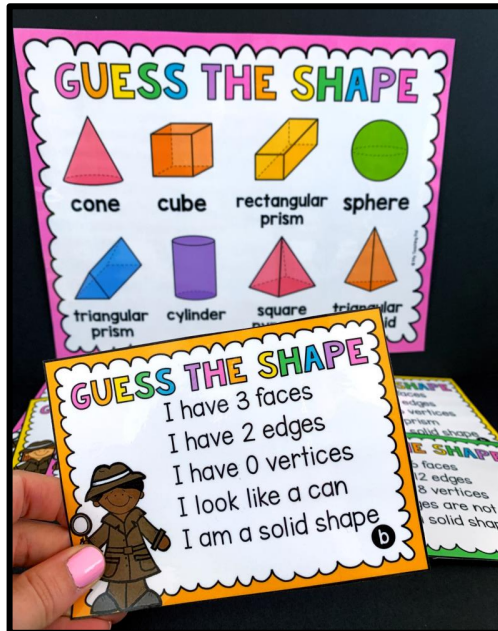
Shape Identification



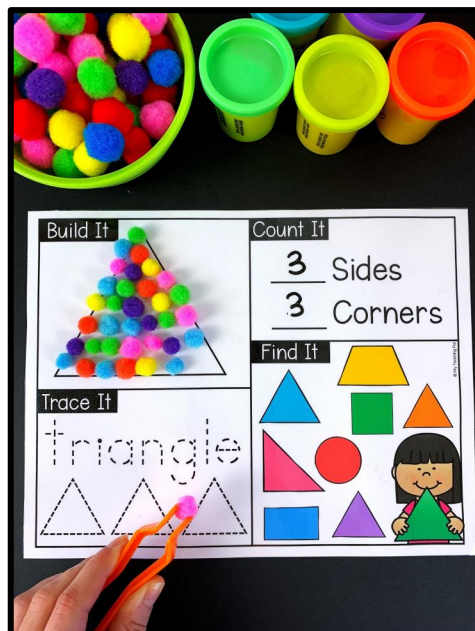
Pattern Block Mat



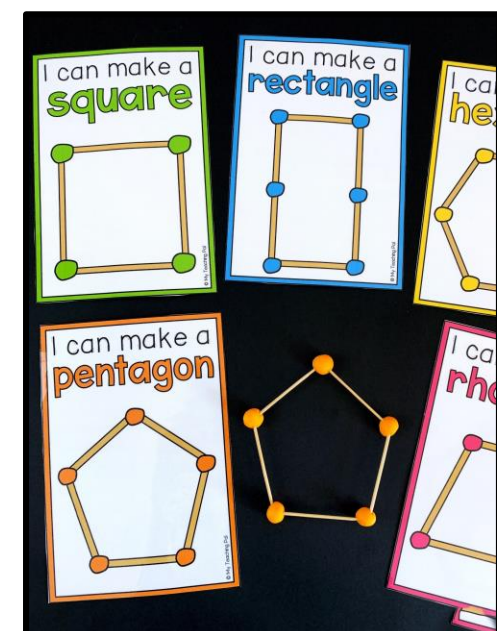
Shape Puzzle



Guess the Shape



Shape Mats



Building Shapes

# ★ I Spy Shapes

Students search the mat for real-life objects that represent the shape shown.

They can circle them with erasable marker or they can cover the pictures with small objects such as mini-erasers, beads or blocks.

Both a 2D and 3D version is included.

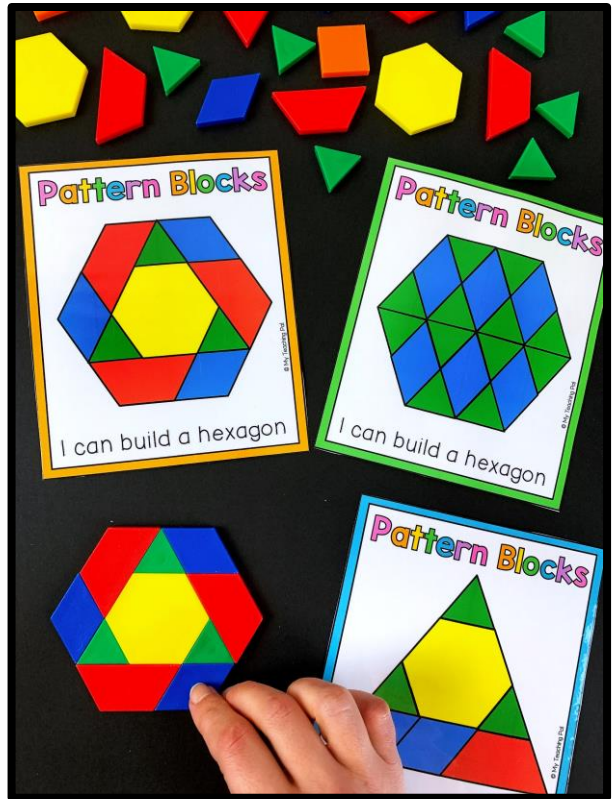


# ★ Pattern Blocks

Students use pattern blocks to create the shape shown on the card. There are also blank cards included so that students can create their own shape.



There are 76 cards included in total.

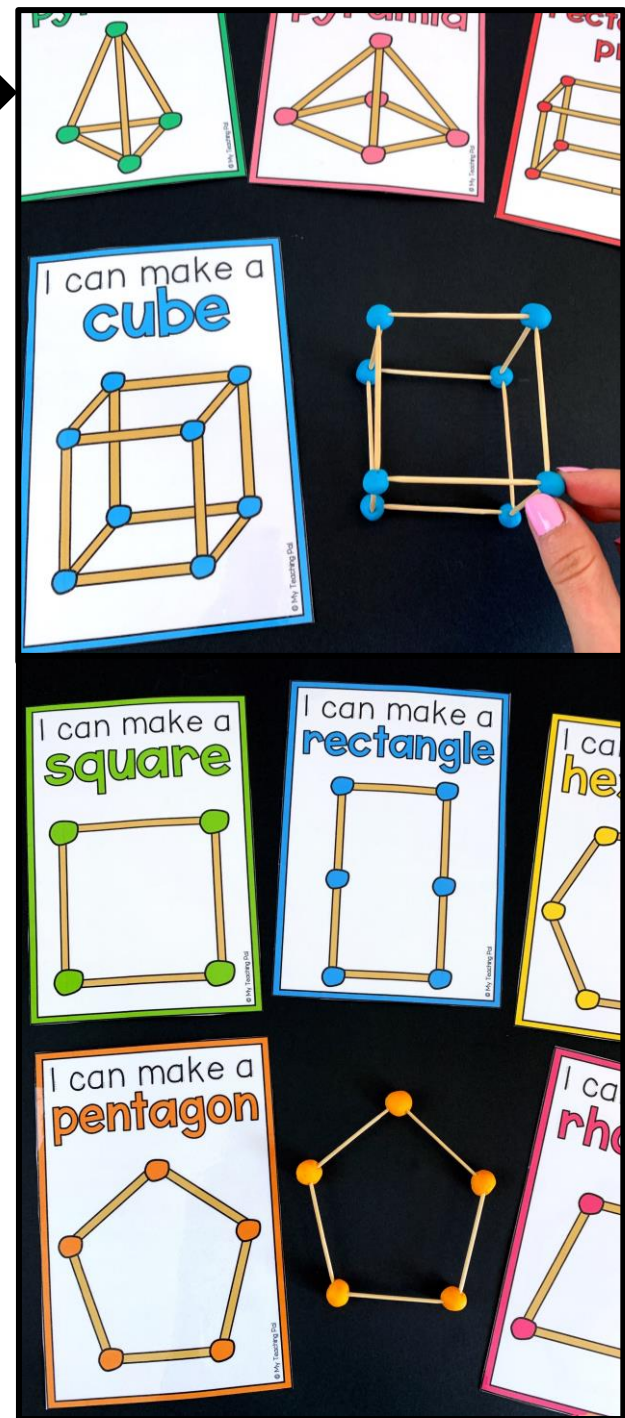


# ★ Shape Monsters

Students feed the monsters by sorting the shapes according to whether they are 2D or 3D. Labels are also included for 'flat' and 'solid' if you prefer this terminology.

# ★ Building 2D and 3D Shapes

Cards are included for students to build shapes using playdough and playdough and toothpicks. There are also tracing cards included. This activity also doubles as a great STEM challenge for students. Both a 2D and 3D version is included.



# ★ Spin a Shape

Students spin the spinner and then locate the shape on the sheet. They then color the shape the same color shown on the spinner.



Both a  
2D and  
3D  
version  
is  
included.

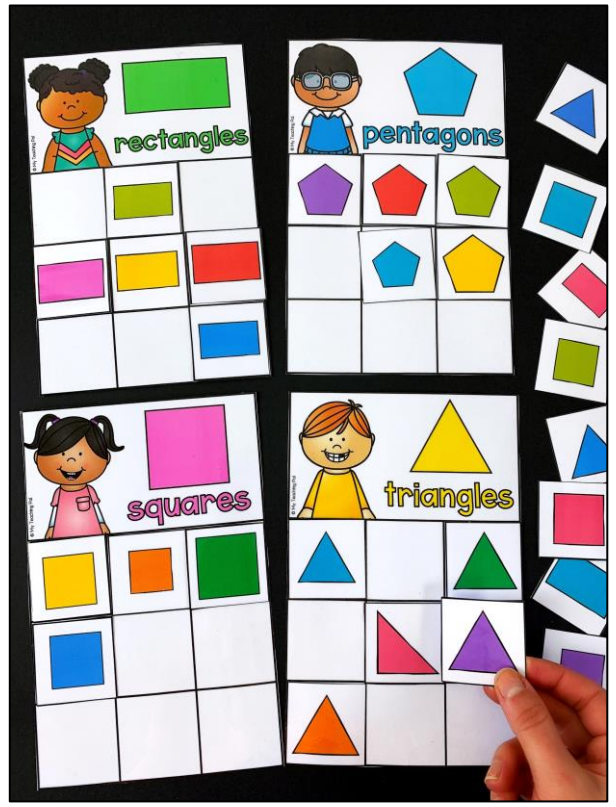
You can also extend the activity by having students name the shapes too!

# ★ Shape Identification

Students match the shapes to the mats. There are shapes of different sizes included too!

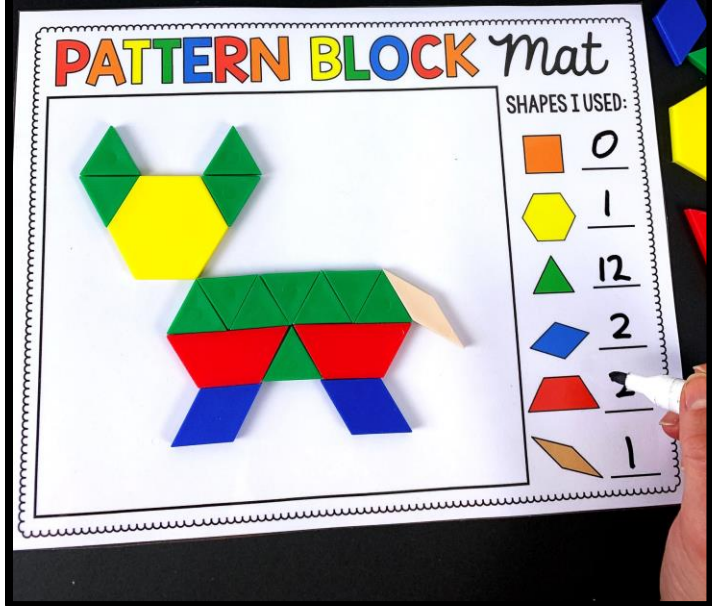


There is both a 2D and 3D version included.



# ★ Pattern Block Mat

Students build a picture using pattern blocks and then count how many blocks they have used. As an extra challenge, have them build a specific picture such as an animal, vehicle or fruit.



SHAPES I USED:

	<u>0</u>
	<u>1</u>
	<u>12</u>
	<u>2</u>
	<u>2</u>
	<u>1</u>

# ★ Real Life Shapes

Students choose a card and then color the shape that matches it. The cards are numbered for easy marking. An answer key is also included.

Name: \_\_\_\_\_

## Real-Life Shapes

Color the shape that matches the real-life shape.

1.	2.	3.
4.	5.	6.
7.	8.	9.
10.	11.	12.
13.	14.	15.

Both a 2D  
and 3D  
version is  
included.

Name: \_\_\_\_\_

## Real-Life Shapes

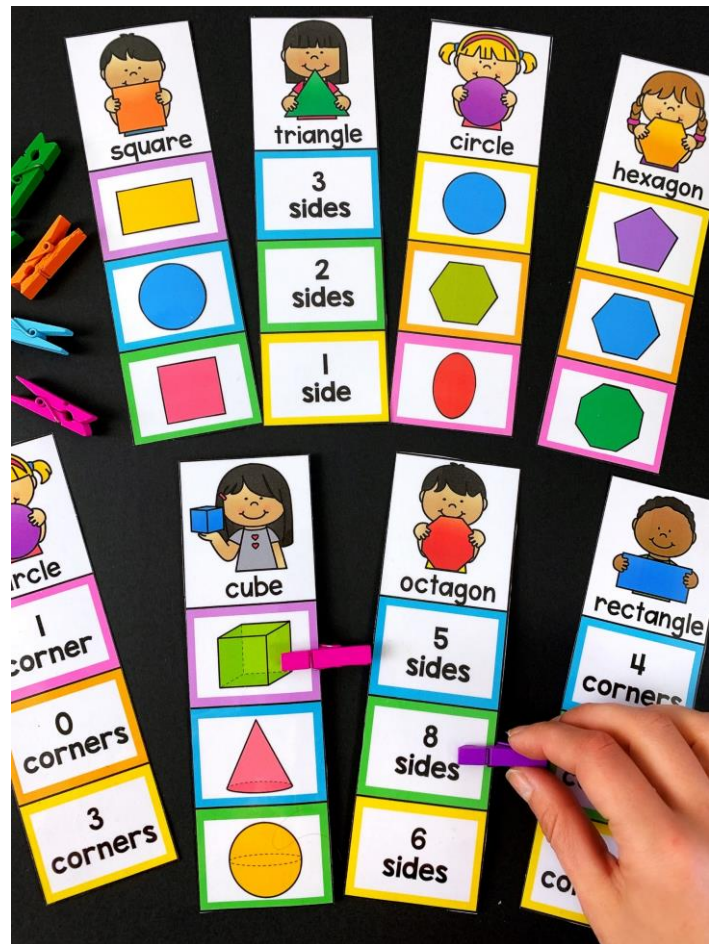
Color the shape that matches the real-life shape.

1.	2.	3.
4.	5.	6.
7.	8.	9.
10.	11.	12.
13.	14.	15.

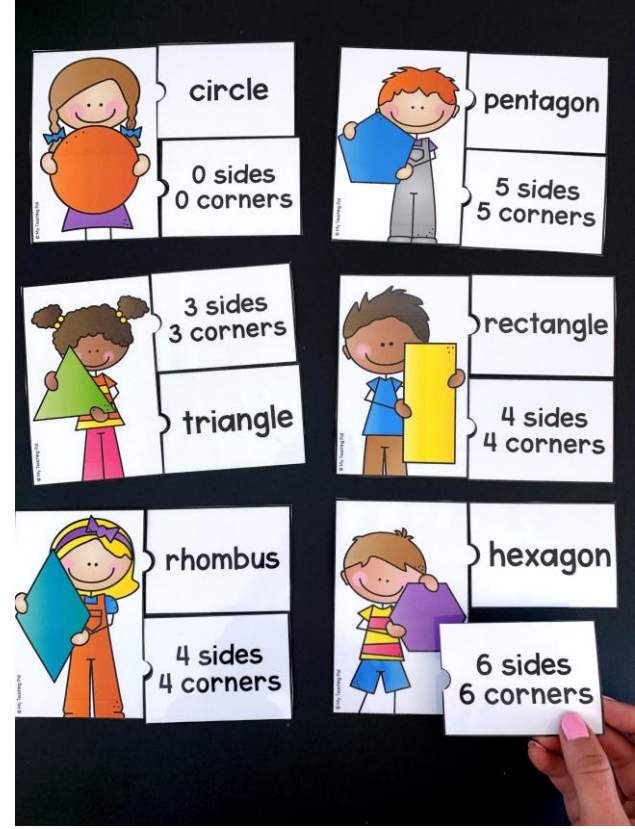


# ★ Shape Puzzles

Students match the shape name and properties to the picture to put the puzzles back together.



There is both a 2D and 3D version included.

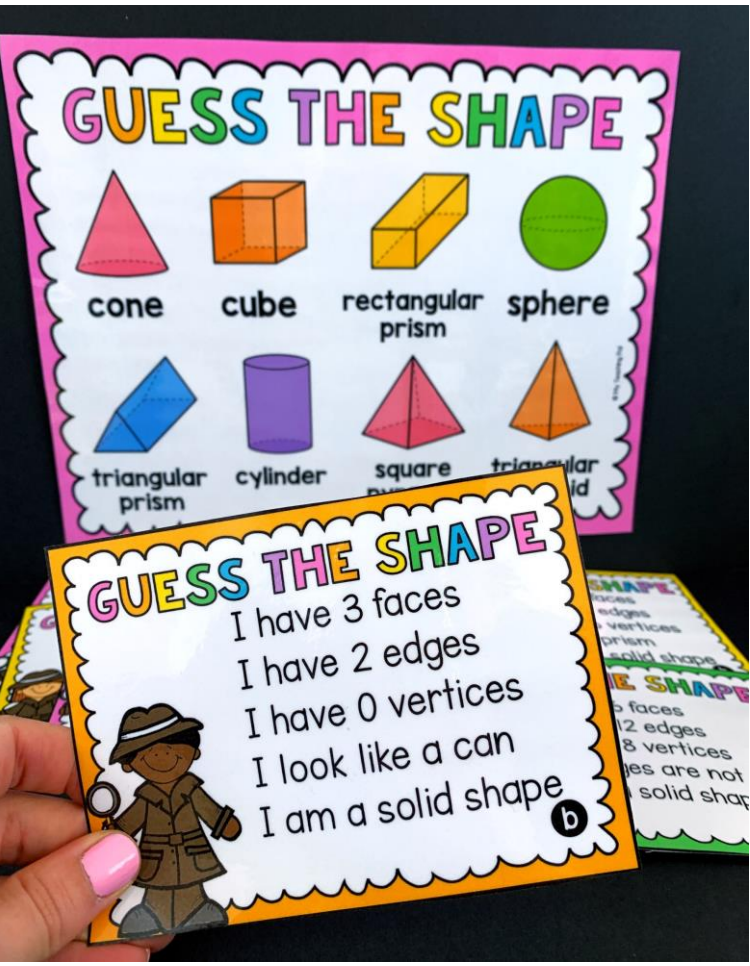


# ★ Shape Clip Cards

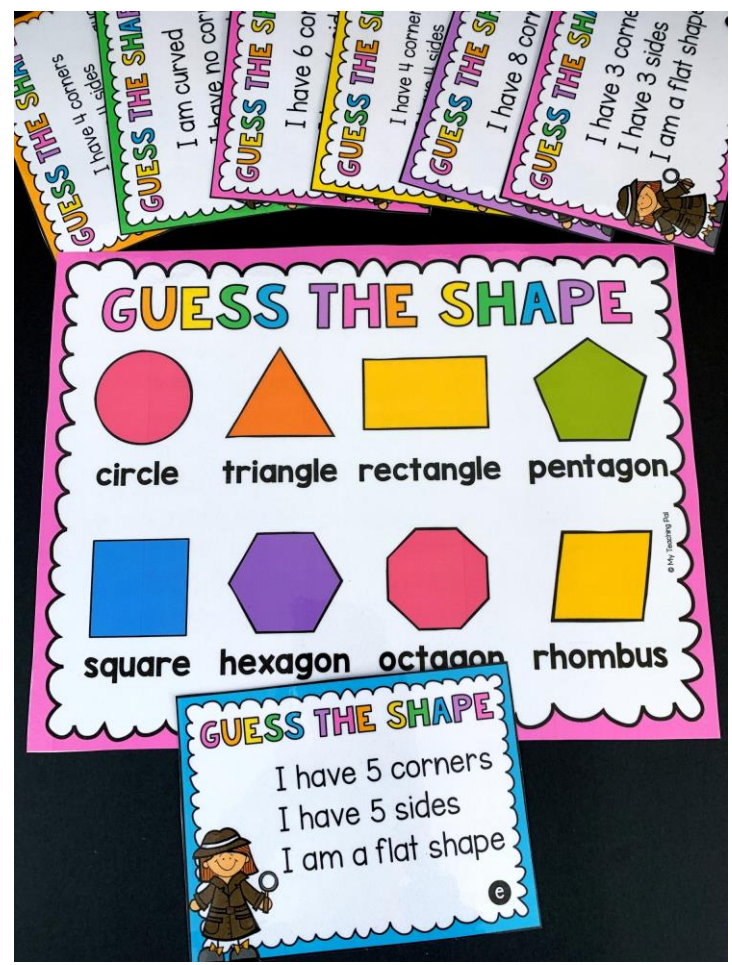
Students use mini clips to select the answer that matches the card. This activity is great for learning about shape properties. There is both a 2D and 3D version included.

# ★ Guess the Shape

Students read the clues to guess the shape. There are recording sheets included also. There are 8x 2D cards and 8x 3D cards in total.

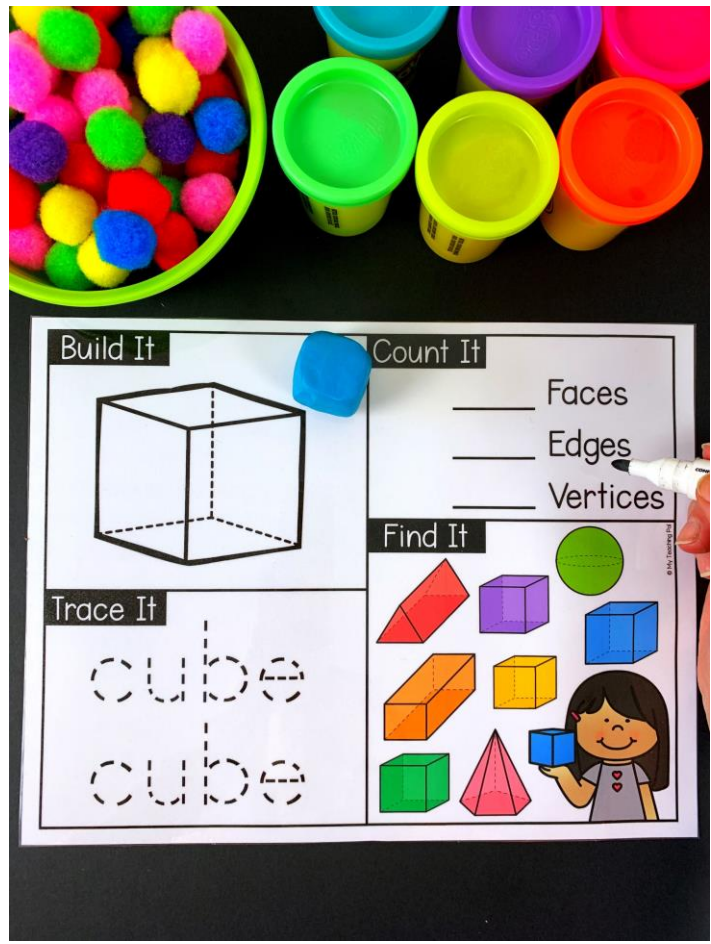
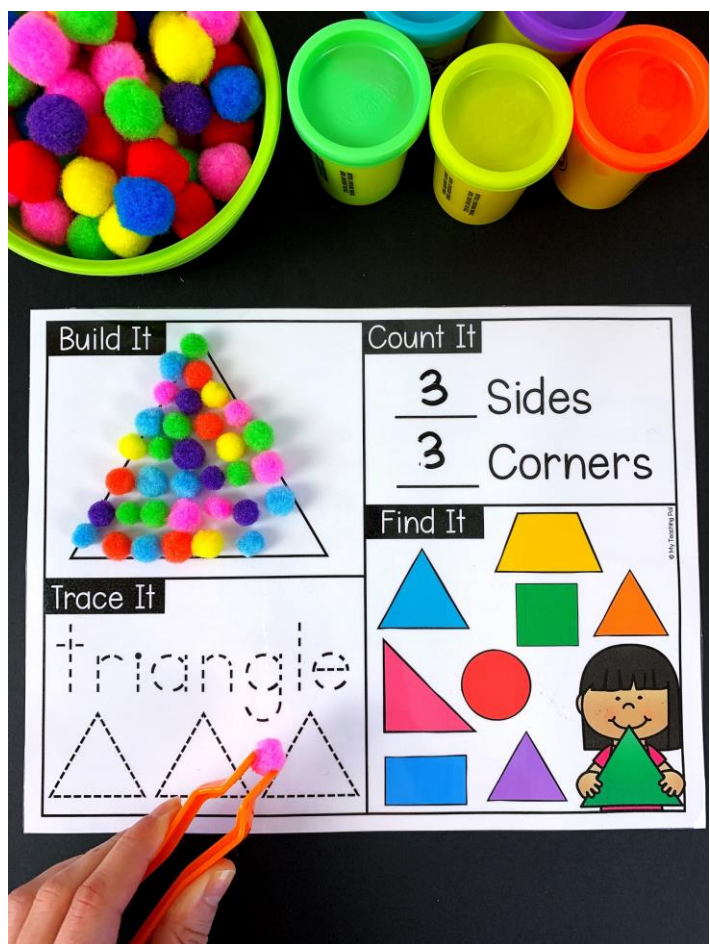


Both a 2D  
and 3D  
version is  
included.



# ★ Shape Mats

These mats will provide your students with the opportunity to build shapes, trace shapes, discover the properties of shapes and identify shapes.



Both a 2D  
and 3D  
version is  
included.