

## SHAPE CATEGORIES

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<b>Level</b>	3 (Age group 11-14)
<b>Resources Required</b>	Paper Pencil
<b>Strand Covered</b>	Shape and Measurements
<b>Targeted Skills</b>	Properties and formulas of cylinders, cones and sphere items
<b>Inspired by</b>	Idea Galaxy Teacher
<b>Time Required</b>	Set up time 5 minutes Game time 15 minutes
<b>Previous Learning Required</b>	3D shapes and their properties
<b>Support Required</b>	Low support

### Rules of the Game:

<b>Goal</b>	The individual that has the most points at the end of the game, wins
<b>Rules</b>	Points system: For every identical answer between players, everyone with that answer gets one point For every unique answer, the player gets 5 points
<b>Steps</b>	<p>Step 1: Each player (3-6 players) is given paper and a pencil</p> <p>Step 2: The players draw out 3 columns on their own piece of paper</p> <p>Step 3: The adult can call out the title of the first column. For example, cylinders</p> <p>Step 4: The players have a set amount of time (3-4 minutes) to write down as many objects that are cylindrical that they can think of in addition to listing as many properties of the shapes as they can think of. For example the number of edges and vertices, the formula for the surface area and volume etc.</p> <p>Step 5: The players call out items on their list and points are allocated for each answer based on the points system written in the rules section</p> <p>Step 6: Round 2 begins and the adult declares the title of the next column. For example, cones. The process repeats until all shapes are covered completed. The order of the columns does not matter as long as the 3 shapes (cylinders, cones, and spheres) are covered</p> <p>Step 7: The points are added up and the winner is declared after all the columns are completed</p>

<b>Images or Illustrations</b>	<table border="1"> <thead> <tr> <th>Cylinders</th> <th>Cones</th> <th>Spheres</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </tbody> </table>	Cylinders	Cones	Spheres																	
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<b>Variations of the Game</b>	1. Another column can be added. For example, cubes or cuboids																				
<b>Enrichment</b>	This game can be played with different column titles. For example, instead of 3D shapes, players can have titles relating to estimation, place value or angles																				
<b>Simplification</b>	1. This game can be played with 2 columns instead of 3																				