



Display cards showing the striped fish, the spotted dog, and the striped hat. Ask: Which object does not belong? Why?

What You Do



Turn over 3 cards.





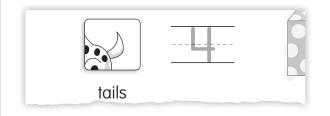


Say which does not belong.

The ball does not belong because it does not have a tail or legs.



Count and write.



What You Need

- Object Cards
- Recording Sheet for each child

What You Do

- 1. Mix the cards together. Place them facedown in two rows.
- Take turns. Turn over three cards at a time, and tell which object does not belong and why. If your partner agrees that what you said makes sense, keep those cards. If not, turn them back over.
- 3. Play until all the cards are taken.
- 4. Use your cards to complete the **Recording Sheet.** Count and write how many objects belong in each category.



Play again. This time turn over two cards at a time, and say how the objects are alike. If they are not alike in any way, turn the cards back over. The player with the most cards wins.



tails

spots





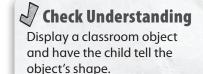
stripes

bows









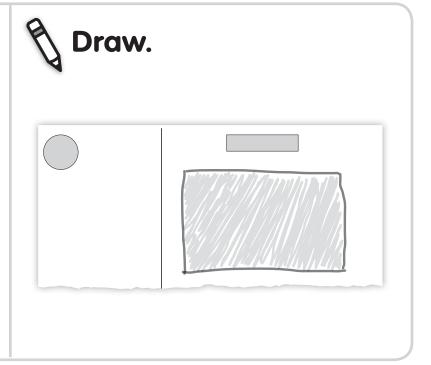
What You Do



1 + 2 = 3



I spy a large rectangle at the front of the room.



What You Need

- 2 crayons, one color for each child
- Recording Sheet

What You Do

- 1. Look at the shapes on the **Recording Sheet.** Look for objects in the classroom that are those shapes.
- 2. Take turns playing I Spy.
- 3. Describe an object using shape, location, size, and color clues.
- 4. Your partner guesses the object. When correct, he or she draws the object on the **Recording Sheet** in the matching shape box.



Play another round of I Spy. Discuss with your partner if the color or size of a shape changes its name.



Partner A	

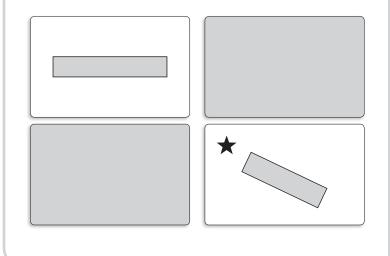
Partner B _____

necolality sheet	

What You Do

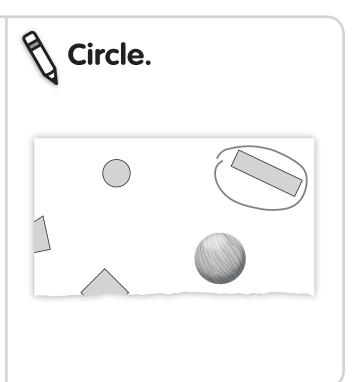


Turn two cards and find a match.





These shapes are <u>rectangles</u>.
Rectangles are <u>flat</u>.



What You Need

- 2 crayons, one color for each child
- Shape Cards
- More Shape Cards
- Recording Sheet

What You Do

- 1. Mix all the cards together and place them facedown in rows.
- 2. Take turns. Turn over two cards and look for matching shapes.
- 3. If you have a match, name the shape. Tell whether the shapes are flat or solid. Have your partner check. If no match, flip the cards back over and lose your turn.
- 4. If you are right, keep both cards and circle the shape on your **Recording Sheet.** The partner with more circled shapes wins.



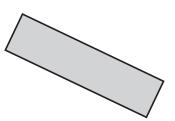
Find and name 3 flat shapes and 3 solid shapes in your classroom.

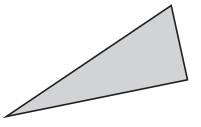
Partner A	

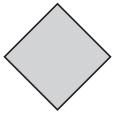
Partner B _____





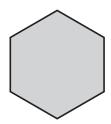




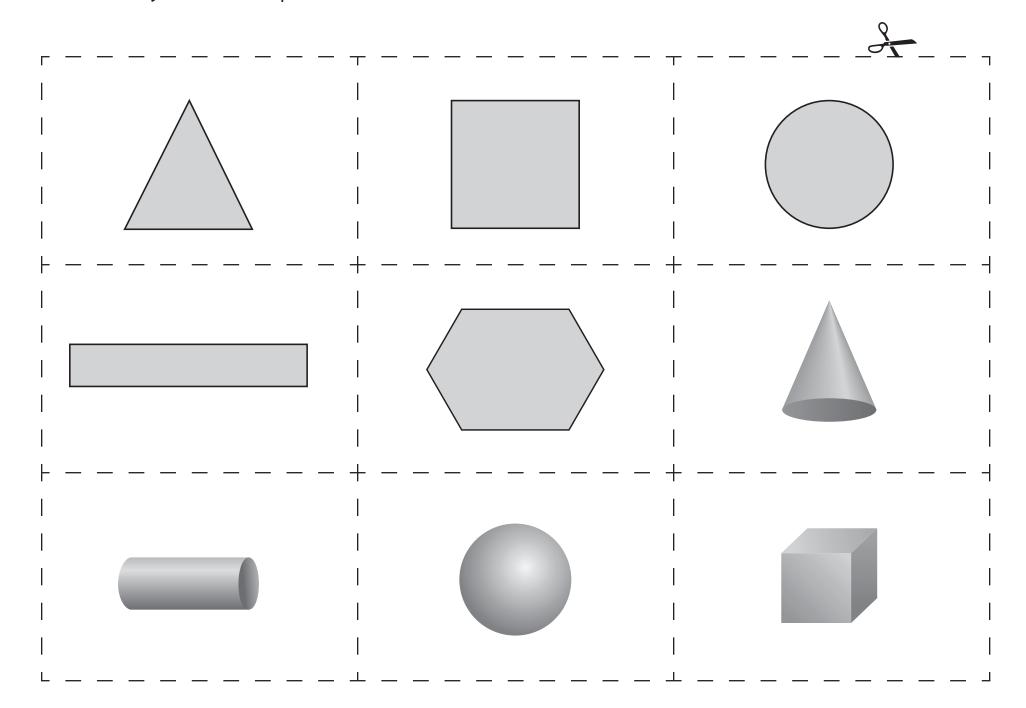


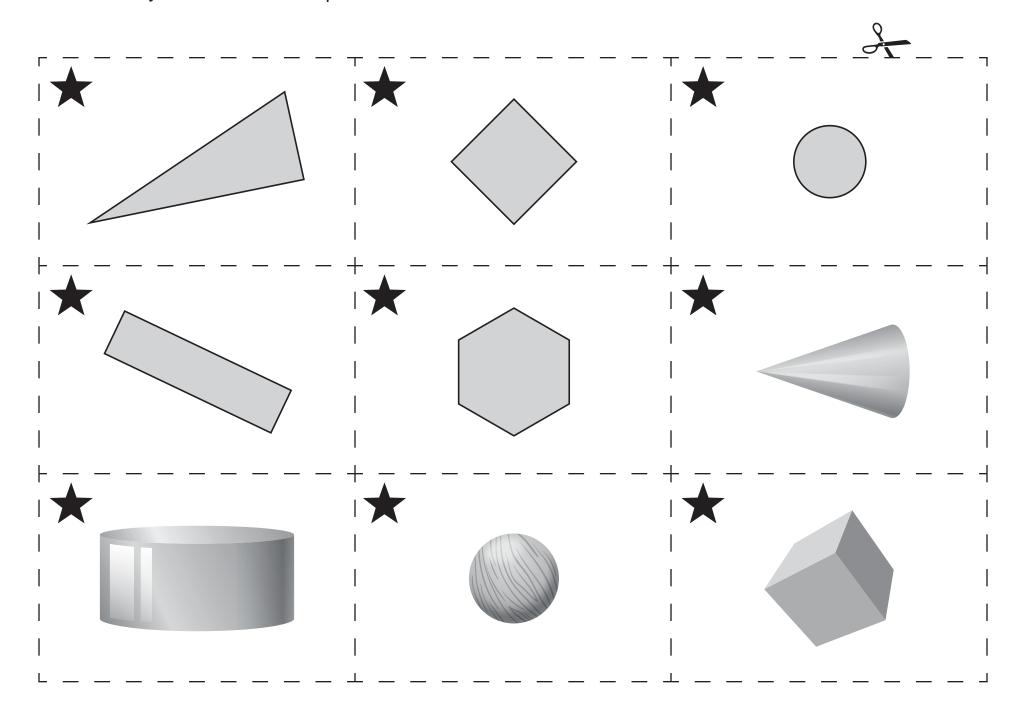












Position and Shape Vocabulary

Check Understanding

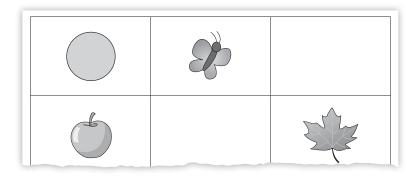
Place a shape card in the center space of the **Recording Sheet.** Ask the child to describe the shape in relation to each of the four objects.

What You Do

Player A:



Pick and place a card.



Player B:



The <u>circle</u> is <u>above</u> the apple.

Player A:



The <u>circle</u> is <u>next to</u> the butterfly.

What You Need

- Shape Cards
- Recording Sheet

What You Do

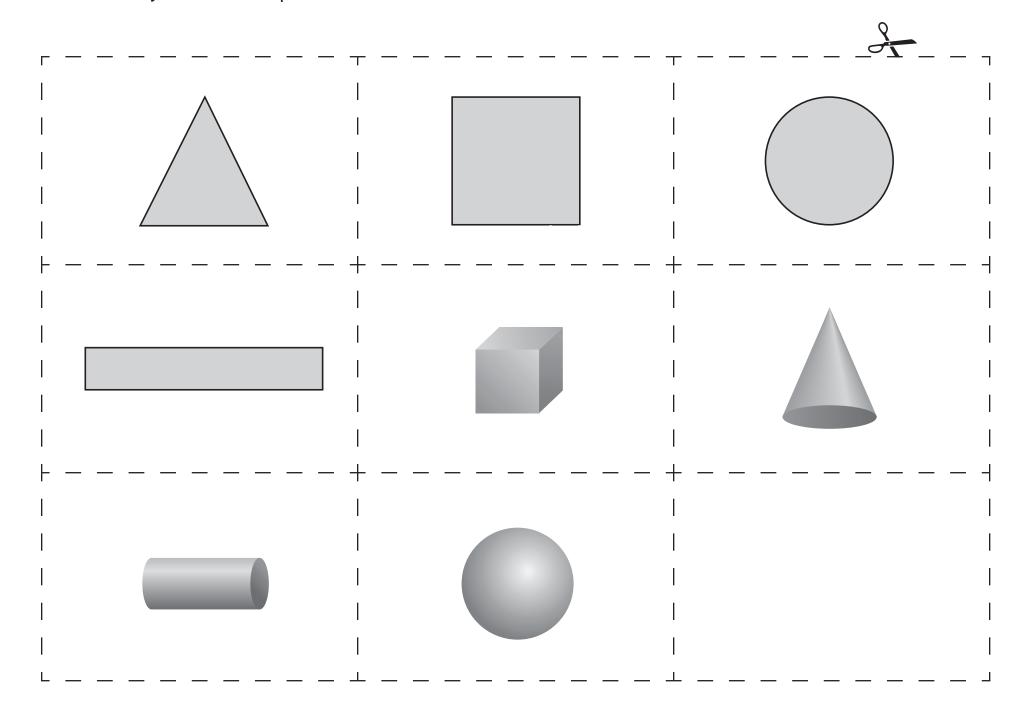
- 1. Spread out the cards faceup. Take turns.
- 2. Player A picks a card and places it in an empty space on the **Recording Sheet.**
- 3. Player B uses the words "above," "below," "beside," "in front of," "behind," or "next to" to describe the position of the shape.
- 4. Player A uses different words to describe the position of the shape.
- 5. Play until all the shapes have been used.



Play again. This time, one player fills all the empty spaces with cards. The other player names and describes all the shapes.

Player A	
, ,	

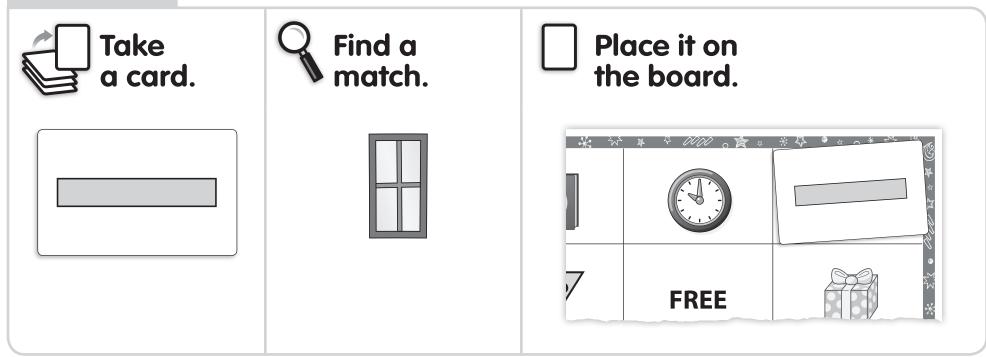
Player B _____





Point to the picture of the party hat on the Game Board.
Ask: What shape is this object?

What You Do



What You Need

- 2 sets of Shape Cards
- · Game Board for each child

What You Do

- 1. Mix and stack the cards facedown in a pile.
- 2. Take turns. Pick a card from the pile. Name the shape.
- 3. Find the real-world object with the same shape on the **Game Board.** Cover it with the shape card. If that object is already covered, your turn ends.
- 4. The first player to cover all of his or her objects wins. You may need to remix leftover cards during play.



Pick a shape card. Name at least one object in the classroom or at home that matches the shape. Repeat with other cards.

