

TEACHER PAGE

Lesson: Compare 2-D Shapes Teacher-Author: Donna Miller
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New Arizona Math Strand 4 Geometry and Measurement Grade 2
Articulated 4M21-01 Compare attributes of two-dimensional shapes (square, rectangle, triangle, and circle).

Lesson Objectives: The student will be able to:

- identify two-dimensional shapes by attribute and name
- distinguish two-dimensional shapes by comparison of attributes and visuals
- analyze attributes of the four basic shapes to be able to describe the shapes

Materials:

Pattern blocks, markers, one die with different shapes drawn on each face, one die with the words "go back once" (one time), "lose your turn" (one time), "double" (one time), "single" (three times on the faces). Make a game board with squares that show the four basic shapes on all the squares, but in different sizes.

Overview and Content:

Understanding and comparing the attributes of all the two-dimensional shapes is an important basic skill for primary students. This lesson allows students to explore different two-dimensional shapes, analyze their attributes, name them and describe them. This lesson is available with English narration and script.

Engage students:

If possible, use an activity from the article "Geometry and Language." (As a synopsis) prepare students to write about living in a world with no circles and continue this idea through the other shapes. The class needs to share these short stories to set the stage for comparing these shapes. Check the SAY WHAT? section of the lesson for accurate definitions of these shapes. This will aid accuracy of shape descriptions.

Follow-up:

In groups or partners, students make shapes with string, name the shapes and make a list (or prepare a table/spreadsheet) of the number of sides and vertices of each. Tables are to be shared. Students name common objects with these four basic shapes. Students play "What if... how would it work?" imagining objects with one of the other shapes, such as triangular tires on a bike. Don't miss TALK ABOUT IT!

Assessment:

From verbal (text) descriptions, students must type the correct name of the shape into the blank.

Bibliography:

Mistretta, Regina and Joseph Porzio. Teaching Children Mathematics, Vol.7, No. 8, April 2001, P. 472-473.

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Ortiz, Enrique. "Geometry Game." Teaching Children Mathematics Vol. 1, No. 4. (December, 1994) p. 231-33.

