

## Purpose & SOL

- Students will review the names of shapes, shape attributes, and practice identifying shapes by name and characteristics. Students will also review the location of the shape.
- Math K.10a&b, 1.11a&b

## Materials

- Low-profile cones - set up like a relay
- Shape cut outs or cards (see attached)
- Large open space to play.

**Length**  
25 min.

## Introduction

The teacher will begin the game giving each child a different shape. The circles will stand up (do a move), then triangles, and so on. Then ask students to hold the shape above your head, below your head and next to you, etc.

## Implementation

## Relay

- 1) Review shape names, attributes, and other specifics about how to play a relay game.
- 2) Divide the class into groups of 4. Each group will be assigned a cone color and they will run to and from the cones of that color. Put your set of shapes in a bag or basket at one end of each teams cone relay.
- 3) The teacher will tell the first student in each line to “bring back a circle!”
- 4) The student will hop, skip, jump to their cone and choose the circle from the bag or basket. That student will return to their team and the next student will go.
- 5) The teacher will call out: shape names, name of a shape in a certain color, or number of sides.
- 6) The teacher will send students that need assistance back with a buddy on their team to help them.
- 7) Play will continue until all students have had a turn to participate and answer one of the questions OR until each group has collected all of their cards. Have students stand like a star when they are finished.

## Cool Down

The teacher will once again give students a shape, have them complete a stretch and send them back to their seats by calling out shapes.

## Modifications

This game can be built upon, starting with identification, then building to attributes and finally incorporating the location of the shape in relationship to another object.



