# Shape Shuffle

## Purpose & SOL
- Students will review the names of shapes and the number of sides, faces, vertices, and edges.
- Math 2.13

## Materials
- Pictures of each of the shapes below (use 4 different paper colors and print 5 copies each).
- Bag or basket to hold the shapes.
- Poster explaining movements related to each shape (see attached).

## Introduction
The teacher will do a quick review game of ‘Seats Up’ to review the shapes and their characteristics. Ask a question, call on a student, if they get it right, they get to switch seats with another student.

## Implementation

### Exercise the Answer

1. Each student will be given a bag of the shapes (cube, rectangular prism, square pyramid, sphere, cone, and cylinder).
2. The teacher will review the characteristics- vertices, face, edge, and sides- and the movement associated with each.
3. Use the poster to model each movement: Side- slide from side to side, Face- hop with legs hip distance apart, Vertices- hold up elbow and draw a circle around the point, Edge- squat the number of edges of your shape.
4. Students will spread their cards out and stand behind their desk.
5. The teacher will call a shape for students to find and hold up.
6. The teacher will do a quick check for correct answers. Then, the class will count and move to the correct number of sides, faces and vertices (and potentially edges).
7. The game will continue until all shapes have been reviewed.

## Cool Down
To close, say the name of a shape, have students complete a stretch that resembles that shape (ie: For sphere take arms out wide and make a big circle).

## Modifications
Modify this to practice 2-dimensional shapes.
Also use the Right Angle poster to review how many right angles are in a shape.

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Side
Slide side to side.

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Face

Hop with legs hip distance apart.
Vertices

Hold up elbow.

Draw a circle around the point.
Right Angle

Do a lunge for each right angle in your figure.

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Edge
(3-D Figures Only)
Do a squat for each edge of your figure.

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