

Building Fluency: describe objects in the environment using names of shapes







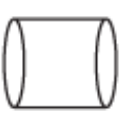





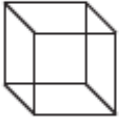










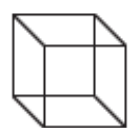

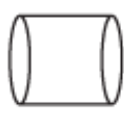



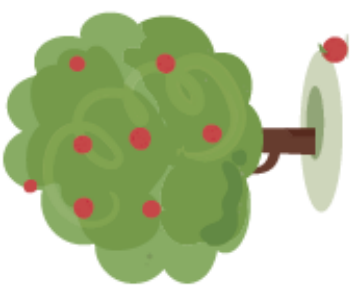

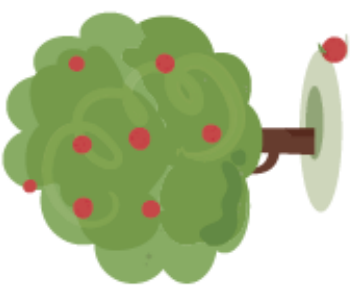


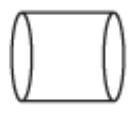

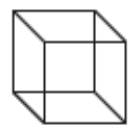



Materials: gameboard, game cards, game markers

Number of Players: 2-3

Directions:

1. Place the cards face down on the table.
2. Player 1 chooses a card from the deck, says the name of the shape of the object, and puts his/her marker on the first corresponding shape on the gameboard.
3. Players take turns.
4. If a player draws a card and there is not a corresponding shape ahead on the board, they lose a turn.
5. The winner is the first person to reach the finish line.

Shape Land

							
							
	FINISH						
							
							
							
							START

Shape Land



Shape Land



The Shape Path

K.G.2

Building Fluency: correctly name shapes

Materials: gameboard, spinner, game markers

Number of Players: 2-3

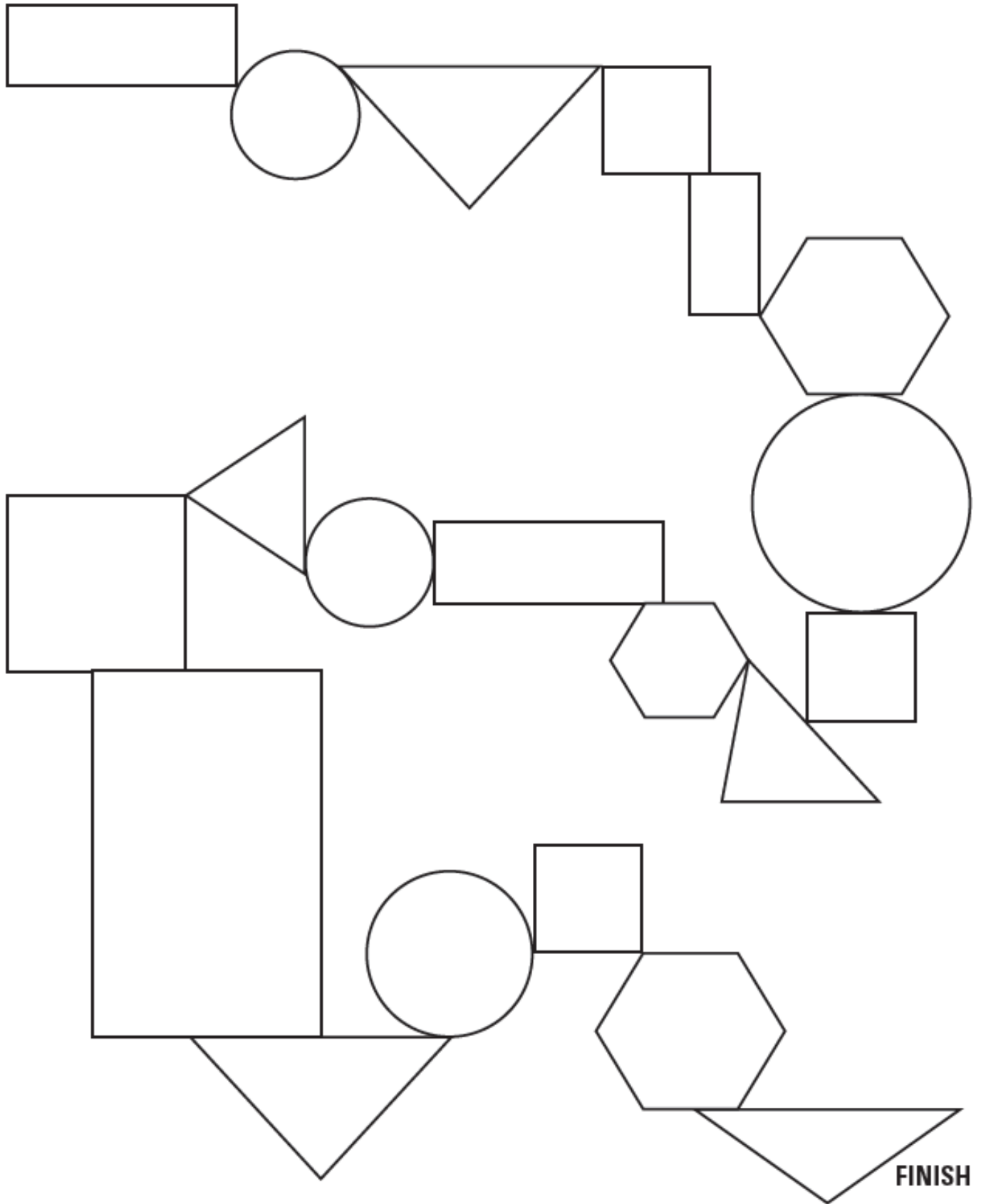
Directions:

1. Player 1 spins the spinner, names the shape, and puts their marker on the first corresponding shape on the gameboard.
2. Players take turns.
3. If a player spins and there is not a corresponding shape on the board, their loses a turn.
4. The winner is the first person to reach the finish line.

Variation/Extension: Students can describe the relative position of the shape using terms such as above, below, beside, next to, etc.

The Shape Path

START



The Shape Path

