

STAND UP, SIT DOWN

Learning Objective:

Use mathematical vocabulary to describe shapes, and use properties to identify shapes.

Intended Outcome:

Listening and matching shape properties to the correct shape, and the correct use of mathematical vocabulary to describe shapes.

Materials:

- Paper and pencil for drawing a shape or
- Set of shape cards for students to select from, and
- List of properties of shapes (or quick thinking to make them up).
The following page lists some properties which you can use.

Game Objective:

To be last shape standing.

Instructions:

This game is to be played as a whole class.

1. Each student draws a shape on a piece of paper (or chooses one from a set of shape cards).
2. Everyone stands up. The teacher calls out properties of shapes, if you have that property on your shape you can stay standing, if you don't you sit down. Who is the last shape standing?

Variations:

If you have the property called you switch standing for sitting or sitting for standing. (If you don't have that property you stay as you are). Winners are those who are standing (or sitting) after ten rounds. with three players and a dealer.

This version is based on shapes, but you can base it on anything that has multiple properties (number properties, times tables, friends of 10, measurement conversions, measurement tools, etc.)

List of Shape Properties

Has only straight sides

Has only curved sides

Has more than four sides

Has a mixture of straight and curved sides

Is a regular shape

Is an irregular shape

Has only acute angles

Has only right angles

Has two or more different types of angles

Is a polygon

Has more than one name

Has two lines of symmetry

Has a four-point rotational symmetry

Looks the same “upside down” as it does “right way up”

Can be seen in this classroom

Has parallel lines