

Shape Monsters

Connect Four



The ability to identify and label shapes is fundamental in mathematics, and useful in many other subject areas. In this activity students can practise labelling and identifying various geometric shapes.

Suitable for students aged 8+

Learning Outcome: Students will be able to name and identify different geometric shapes.

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Shape Monsters

Connect Four

Developed by Gordon Ward
Illustrated by Peter Bennett

Theme: Geometry

Age range: 8+

Context:

The ability to identify and label shapes is fundamental in mathematics, and useful in many other subject areas. In this activity students can practise labelling and identifying various geometric shapes. If you make your own version please send it to the address below to help us expand our library.

Preparation:

Print out the A4 sheets. Stick the left side of the Game Board to the right side, and if possible, laminate it. Cover the pages of Instructions and Shape Cards with 'clear pvc self adhesive film'. Then cut out to make the cards.

HOW TO PLAY:

The instructions below are replicated on the next page so that each team playing has their own.

1. You will need four players, one Game Board and two sets of cards (different colour borders).
2. Work with a partner to make a team of two.
3. Shuffle your team's cards and place them in a pile facing down.
4. Take turns to turn over your top card and decide where to put it on the board. Everyone has to agree that the card fits the picture.
5. The team with the first four cards in a line either vertically, horizontally or diagonally win

Learning Outcomes:

Students will be able to name and identify different geometric shapes. They can also narrate and record their findings onto TalkingPEN. If you have found further learning outcomes please share them by emailing collaborate@mantralingua.com.

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from www.mantralingua.com. Students can use TalkingPEN to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)

How to play Shape Monsters Connect Four

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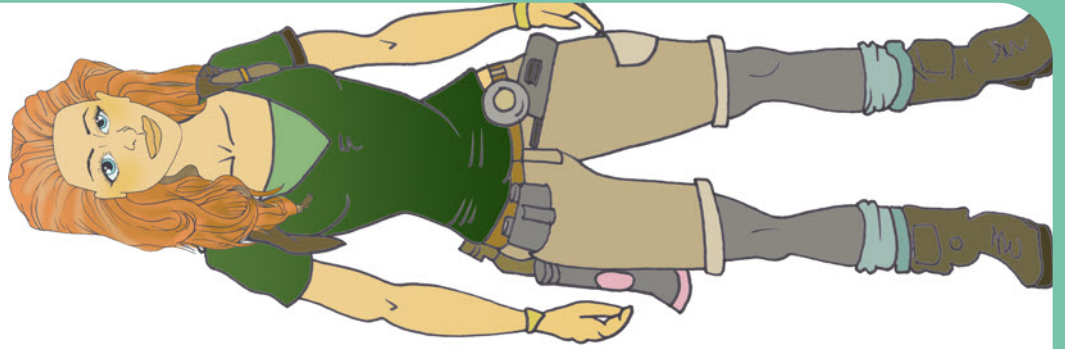
2. Work with your partners to make two teams of two.

3. Each pair takes a set of cards.

4. Teams shuffle their cards and place them in a pile facing down.

5. Take it in turn to turn over your top card and decide where to put it on the board.

6. The winning team is the first to get four in a row diagonally, vertically or horizontally.



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a rectangle

a semicircle

a square

a triangle

a parallelogram

a kite

a trapezium

a hexagon

a circle

a rhombus

a right angled
triangle

an equilateral
triangle

an isosceles
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Shape Monsters

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