

1

Match every card

Lay the four name cards face up and hand over the whole stack of shape cards, reading each name once. Students match all of them with no further help.

"Match every shape card to its name."

If the set is too much, work with two names at a time until both are secure, then add the other two back.

2

Find every triangle

Put out a tray of eight shapes holding a long thin rectangle, a lopsided triangle and a squashed circle, and ask for all of one kind at a time. The untidy ones have to come out along with the neat ones.

"Find every triangle. Now find every rectangle."

"Why does this one count?"

If an untidy shape is left behind, put it beside a neat shape of the same kind and count the sides of both together.

3

Name them turned

Turn the four shapes so each rests on a corner or a point and ask for the names again, then for the reason the square is still a square.

"Name each one. How do you know the square is still a square?"

4

Feely bag races

Pairs take turns at the bag. One feels and names a shape before pulling it out, the other checks against the shape cards. A wrong name goes back in the bag to come round again.

"Name it before you pull it out."

"Checker, find the card that matches what came out."

Name cards

circle

square

triangle

rectangle