

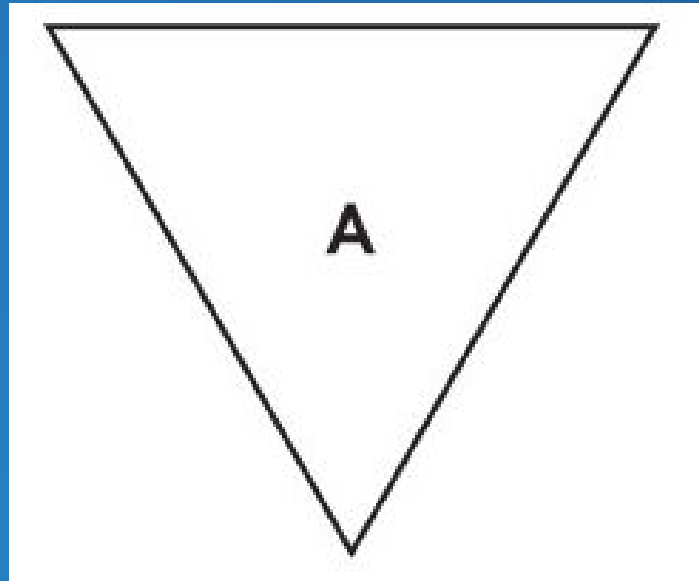


# Playing Shape Capture

Everyday Math Lesson 8-2

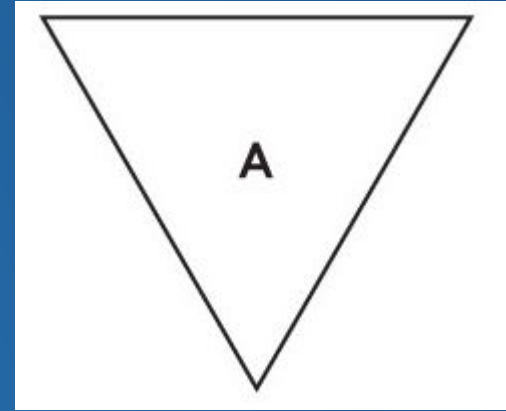
# Math Message

Describe shape A using the following words:  
side, angle, vertex, parallel, and right angle

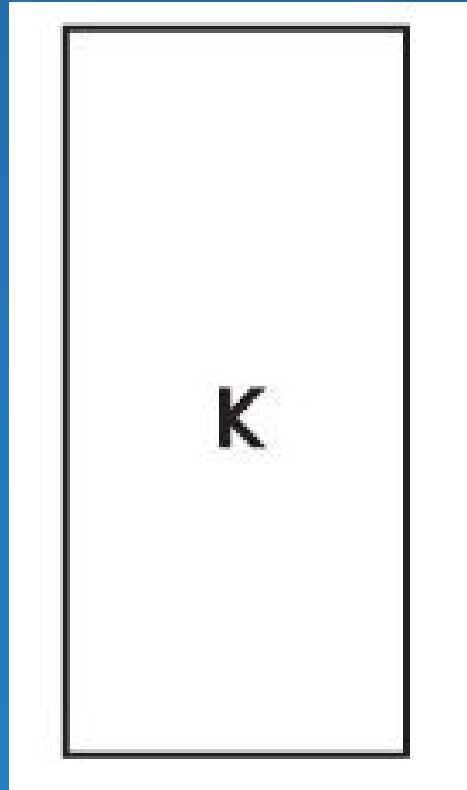


# How can we describe shape A ?

- It has 3 sides
- It has 3 angles
- It has 3 vertices
- It has no parallel sides
- It has no right angles
- All of the sides are the same length

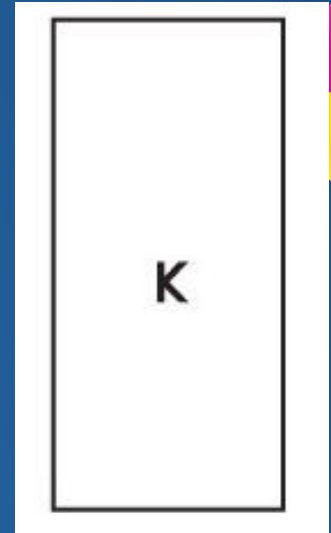


# Describe Shape K



# How can we describe shape K ?

- It has 4 sides
- It has 4 vertices
- It has 4 angles
- It has 2 pairs of parallel sides
- It has 4 right angles
- It has 2 pairs of equal-length sides
- What is the name of the shape?
  - Rectangle
  - Quadrilateral



# When You Describe Shapes:

This is a \_\_\_\_\_.

It has \_\_\_\_\_ sides.

It has \_\_\_\_\_ vertices.

It has \_\_\_\_\_ angles.

It has \_\_\_\_\_ pair(s) of parallel sides.

It has \_\_\_\_\_ right angle(s).

# Play Shape Capture

1. Spread out the Shape Cards on a flat surface. Shuffle the Attribute Cards and place the pile facedown.
2. Players take turns. When it is your turn, do the following:
  - a. Turn over the top card from the Attribute Card pile.
  - b. Take, or capture, all the shapes that have the attributes shown on the Attribute Card. Name each shape as you capture it.
  - c. If no shapes have the attribute named on the card, your turn is over.
  - d. At the end of your turn, if you have not captured a shape that you could have taken, the other player or team may name and capture it.
3. If you run out of Attribute Cards, reshuffle and continue play.
4. The game ends when there are no shapes left. The winner is the player or the team with more captured shapes.

# Discussion After the Game

- How did you check to be sure the other team or player was capturing shapes that matched the Attribute Cards?
- Which shapes were easier to capture? Why?
- Which shapes were harder to capture? Why?
- Why?