

Topics: Pre-K and K
shape recognition

Materials List

- ✓ File folders
- ✓ Contact paper
- ✓ Die-cuts (available at RAFT) or 8 pictures each of 9 different shapes such as: oval, heart, octagon, circle, pentagon, diamond, square, triangle, rectangle

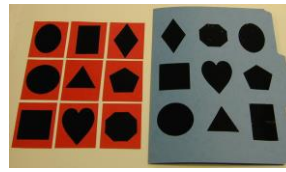
This activity can be used to teach:

Common Core Math Standards:

- Identify, describe, and compare shapes (Grade K, Geometry, 2-4)
- Describe, Compare, & Classify objects (Grade K, Measurement and Data, 1-3)
- Problem Solving and Reasoning (Mathematical Practices Grade K)

Shape Lotto

A board game for preschool and kindergarten



In this game children practice shape recognition and one-to-one correspondence.

Assembly

1. Use 4 file folders for the boards. Choose 9 shapes and hand or die cut 8 of each from contact paper. Divide the right side of each Board into 9 equal segments and attach a different shape in each space.
2. Cut 36 rectangles about 8 cm x 6 cm (3"x 2½") from a file folder. Attach the remaining 4 sets of shapes to these cards.

Playing the Game (for 2 to 4 players)

1. Give each player a board. Place the cards face down in the center of the players. (If there are 2 players use 2 sets of cards, for 4 players use them all.)
2. Players take turns to turn over a card. If they need that shape they place it on the lotto board, covering the matching shape. If they do not need that shape it is placed face down back in the "pool."
3. Play continues until a player has a full board or all players fill their boards.

The Math Behind the Activity

Young children need opportunities to **apply** the logical-mathematical skills and knowledge they are acquiring. Playing developmentally appropriate games such as **Shape Lotto** provides them with a hands-on experience to apply to their developing concepts. Playing this math-oriented game:

- Develops shape recognition
- Builds the foundation for understanding one-to-one correspondence
- Develops problem-solving abilities
- Develops logical-thinking skills
- Encourages discussion and cooperative learning
- Provides experience in self-regulation and taking turns

Taking it further

Children can challenge themselves by playing alone using one or more boards.

Tips for Introducing Games to Young Children

1. Start with 2 players to introduce the game. Add more players as children come to know the rules and can wait to take turns.
2. Keep the game simple in the beginning, increasing the complexity as children master the concept.
3. Encourage children to verbalize their moves. When they talk out loud to themselves it helps them to process the information.
4. Help children negotiate and modify rules or construct their own rules.
5. Develop ideas for making a rule about who goes first so everyone gets a turn.

Web Resources (Visit www.raft.net/raft-idea?isid=376 for more resources!)

- Teacher designed math courses – <https://njctl.org/courses/math>