

Unit 2  Week 4	Small Groups: Shape Bingo Low Support	Math SG2	Standards: MELDS.M.G.PS.1 MELDS.M.MD.PS.1 MELDS.M.MD.PS.3.
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<p>Guiding Math Ideas:</p> <ul style="list-style-type: none"> ● 3-D and 2-D Shapes- Finding and describing. <p>Math Concepts from Unit Learning Progressions:</p> <ul style="list-style-type: none"> ● Math has special vocabulary (e.g. 3D and 2D shape) ● Using words to describe geometrical figures. ● Exploring the Language of Time (First, next, last)

<p>Materials:</p> <ul style="list-style-type: none"> ● <i>Shape Bingo- Math Materials</i> ● Shape puzzles and manipulatives 	<p>Math Vocabulary:</p> <ul style="list-style-type: none"> ● Bingo- a matching game ● First, next, last- words that tell us how to take turn.
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Preparation:

This activity supports *Shape Capers*, the Shake a Shape Game and identifying 2-D shapes. Place Shape Bingo game on Math Center Table.

Procedure:

Demonstrate how to play Shape Bingo.
Children may also use other shape sorters and shape puzzles/manipulatives as they play. Name shapes along with children as they play the game. Use sequence words as children take turns.

Strategies to Provoke Math Thinking:

- Using games to teach math concepts: Shape Bingo is a simple math game. Children may use it in the traditional way by drawing, matching cards, and taking turns, or they may choose to simply match the cards they draw with their Bingo cards.
- This game reinforces sequence words, a Unit 2 concept, **first, next, last** as children take turns.
- A lot of shapes are not *Mathematical Shapes* (star, heart, etc.). It is not necessary at this early stage of math to differentiate—just keep this in mind as children build a foundation for shapes that they will use later on in geometry.

<p>Documentation:</p> <p>Note children’s knowledge of shape names and characteristics. If any shape produces confusion, such as comparing squares and rectangles, provide the correct names and talk about shape attributes. Other Units have activities to clarify shape characteristics (Square/Rectangle and Circle/Oval Game).</p>

Provocation:

If children notice shapes that are not in Shape Capers, such as oval or diamond, ask them for ideas about the names and characteristics.