

Unit 2 Week 4	<p style="text-align: center;"><b><i>Large Group- Shape Capers Shake-a-Shape Game</i></b></p> <p style="text-align: center;">High Support</p>	<b>Math</b> <b>LG</b>	<b>Standards:</b> <b>MELDS.M.G.PS.1</b> <b>MELDS.M.G.PS.2</b>
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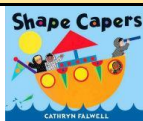


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***Guiding Math Idea:***

- 3-D and 2-D Shapes- Finding and describing.

***Math Concepts From Unit Learning Progressions:***

- Participating in Math Activities with Friends
- Math has special vocabulary (e.g. 3D and 2D shape)
- Using words to describe geometrical figures.
- Responding to directionality and orientation words or commands

***Adaptations for Using Large Group In Alternate Schedule Slots:***

- Read book during brief SWPL time and Play Shake a Shape Game during Small Group

***Materials:***

- *Shape Capers* by Cathryn Falwell
- Shake a Shape Box (box with a opening or slot/door cut in it)
- Shape Cards from the Shape Bingo Game- Math Materials.
- Shape Spots from Math materials
- Additional large felt shapes- teacher made (**optional**)

***Math Vocabulary:***

- Shape names rectangle, circle, square, triangle and semi-circle are 2-D shapes named in *Shape Capers*
- Find Shape Definitions at <https://www.mathsisfun.com/geometry/index.html>

***Preparation:***

Make a Shake-a-Shape Box . If you wish, glue cut outs of the different shapes (from the bag of purchased shapes in Math Materials) on the outside, similar to the box in the book. Gather the shape cards from the Shape Bingo Game. Use shapes that match the Shape Spots. They may not match *the Shape Capers* book, but that is fine. Be sure you have enough shape cards inside the box for each pair of children to play. Keep one set out to show children.

**Optional:** If the purchased large Shape Spots do not have rectangles, triangles or semi-circles, those can easily be created by cutting large felt material into the shapes. These large motor shapes will be used all year, so the time spent in making them will be worth it.

*I have a book and a special box- Let's find out about these things in Large Group today. The children in this book were shaking a special box, and shapes fell out.*

*I have some shapes on these cards.*

*I wonder what will happen if I shake my special box?*

*Do you notice that I have these big shapes on the floor? What shapes are these?*

*We are going to play a game. When I shake my special box, a shape will fall out. We will take turns going to that shape.*

*Listen for your name. I'm going to call 2 friends at a time.*

*Okay- this turn is for XXX and XXX—but everyone can shout out the shape*

*Yeah! What is this shape—Yes, that's right, a square.*

*Okay XXX and XXX hop to this shape.*

*Read Shape Capers.*

*Name the shapes with the children, and then place them inside the box with the others.*

*Children guess.*

*Children name some shapes. Accept children's answers but be accurate as you name the shapes for the game.*

*Shake the box and a shape will fall out- or reach in and bring one out.*

*Ask children to name the shape.*

*Shake the box- a shape falls out ( or have a child draw a shape)*

*A group of 2 children move to the shape on the floor.*

*Continue in this way, giving a group of 2 children a chance to do various movements as they move to a shape.*

***Strategies to Provoke Math Thinking:***

Using multiple senses – In this activity, children use their visual discrimination, they hear you name the shape and they move to the shape. Early shape activities always need to be in done in an active context.

***Provocation:***

Expand the activity for shape and color: 2 Attributes- Move to a red circle, a blue square, etc.