



SM11

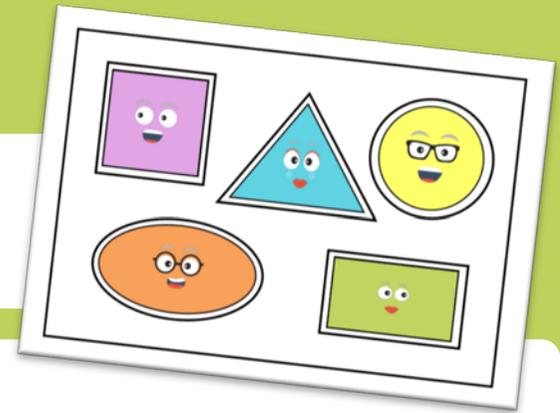


15-20 minutes

SHAPES BEDTIME



To review knowledge of five geometric shapes
To review a kinaesthetic procedure for exploring and comparing shapes
To develop the ability to select shapes to match a given outline



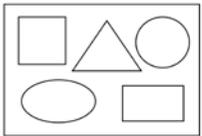
❖ 5 large shape people from SM3 and SM6



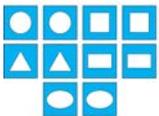
❖ 5 smaller shape people



❖ A 'bedroom' with 'beds'



❖ Memory game cards (printed on, or mounted on, card)



❖ A glue stick



Introduction:

Show your child the large shape people from previous sessions one by one: Circle, Square, Triangle, Oval and Rectangle. Trace the outline of each shape with a finger, then ask your child to do the same and ask them if they remember the name of the shapes. Talk about the corners and proportions of the shapes. For example, how the oval is a stretched circle and both have no corners; how the rectangle is a stretched square and both have four corners; how the triangle has three corners.

Now ask your child to draw each shape in turn in the air.

Activity:

Explain to your child: *Each shape person has his or her own bed in the bedroom. The shape people have been playing all day long and they are SO tired that they cannot find their own beds! Which shape do you think is comfortable in the square bed? Is it Square? And so on.*

Give your child the 'bedroom' sheet with five 'beds' (the five shape outlines). Ask your child to help each shape person to find their own comfortable bed.

When they have finished, check together *that the shapes are all comfortable*. If they aren't in the right place, make a comment about how that particular bed *might hurt or squash that shape*. When all the shape people are comfortable, ask your child *to tuck them in by sticking each shape into it's bed*.

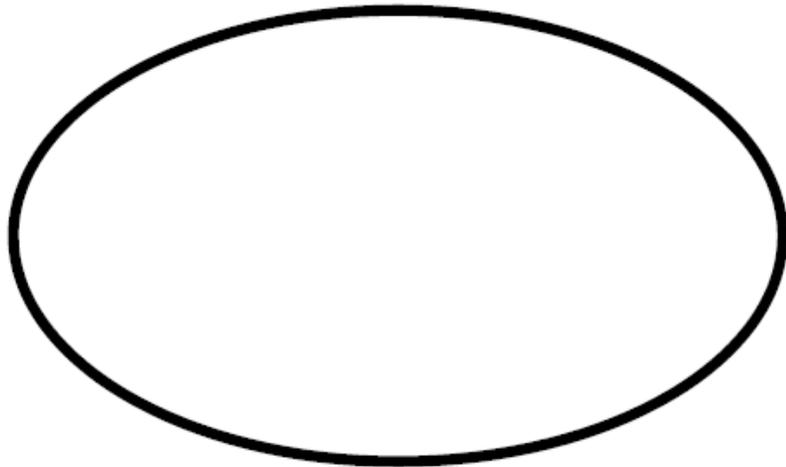
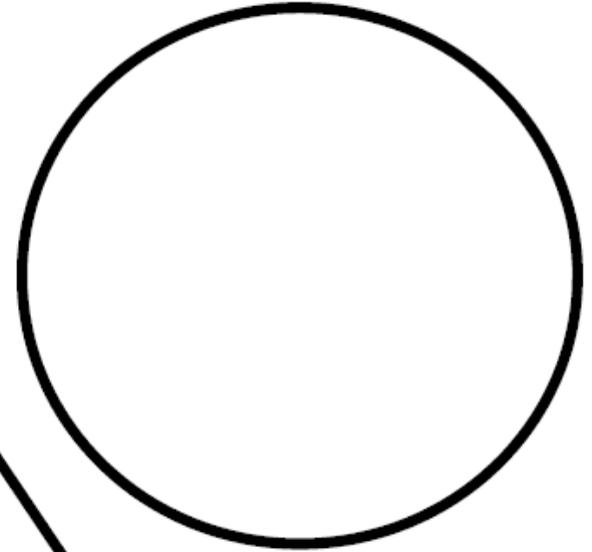
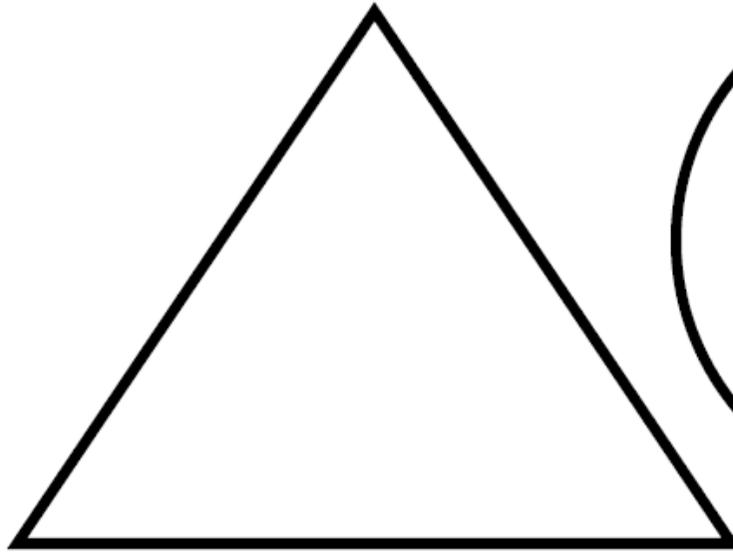
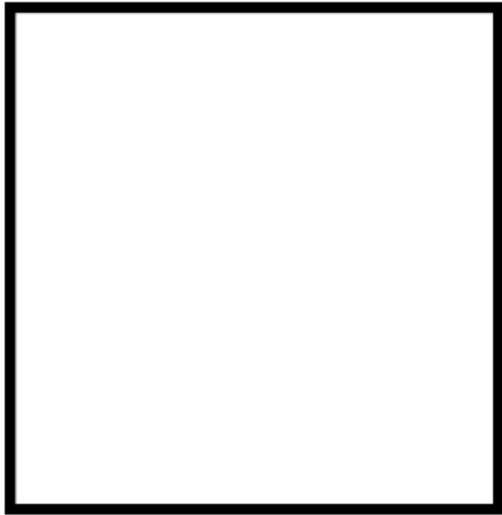
Shape Pairs memory game:



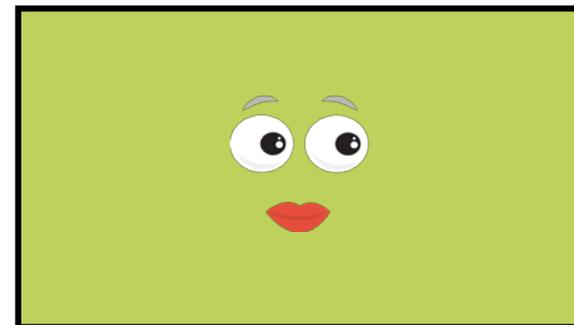
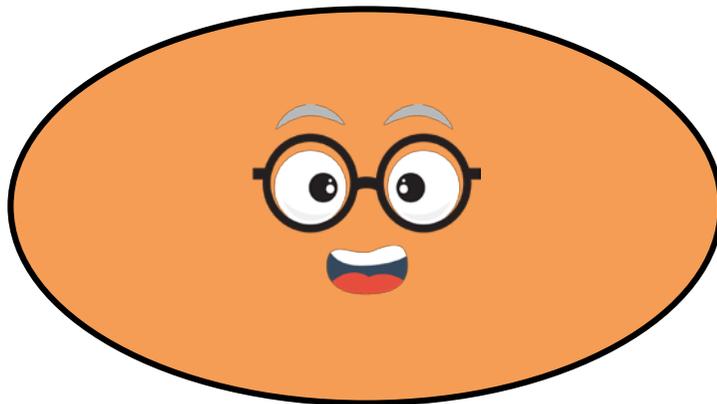
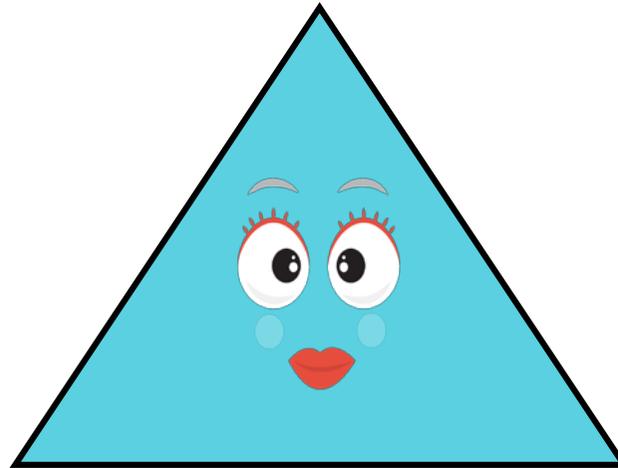
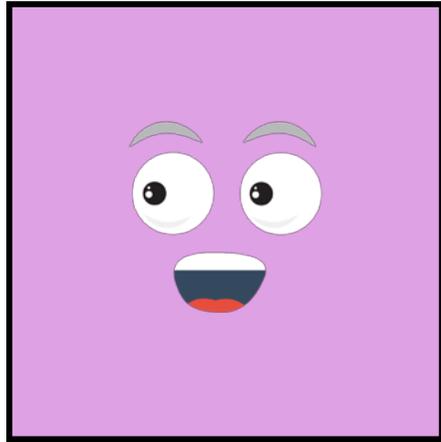
Shuffle the cards and lay them out face down. Take it in turns to turn over two cards - if they match, say the name of the shape, collect the cards and have another turn. If they do not match, it is the other person's turn. The winner is the one with the most pairs when all the cards have been collected.



Your child can place shape people in their own beds i.e. they place shapes in matching outlines.
Your child can find pairs of the same shapes.



Cut out each shape person separately, directly around it's edges (leaving no white!).



Print these on thin card, or mount them on card once they are cut out, so that your child can't see what each one shows when they are face down.

