



SM35

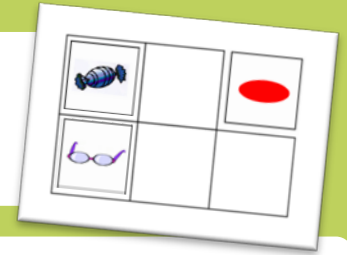


15-20 minutes

# QUEEN GEOMETRY AND HER KINGDOM OF SHAPES



- To develop the ability to match the shape of an object to a geometric standard
- To develop categorisation – group objects by their geometric shape
- To develop coordination skills



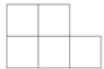
## ❖ Queen Geometry



## ❖ Pictures of objects and the geometric standard



## ❖ 4 Lotto boards (for up to 4 family players or for your child and a doll/teddy)



## ❖ The shapes for the 'Crawl and Call' game



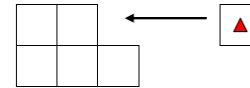
## ❖ A 'prize' for your child that corresponds to the 5 presents that Queen Geometry offers them if they solve the puzzle – 5 stickers or 5 small sweets, for example



Begin by setting the scene: *In the amazing Kingdom of Shapes lives Queen Geometry (show her picture) with her people, the geometric shape people. You already know them – Square, Rectangle, Triangle, Circle and Oval. Once a year, Queen Geometry has a puzzle party. She invites everyone to play Lotto with her. Everyone can collect five presents if they solve a puzzle. This year, she has invited you to the party to play too!* If you don't have other children/adults who can join in, have your child choose a doll/teddy: *Can you choose a friend to take to the party?*

Then examine the 25 picture cards and the five geometric shape cards together. Make sure that your child can identify all the pictures and, if you think it's necessary, help them connect each object to the appropriate geometric shape. Have them explain what they know to their 'friend' to make sure they are both ready for the Queen's party.

**Play 'Queen Geometry Lotto':** Have Queen Geometry give your child and the other player(s) a blank Lotto board each. Shuffle the geometric cards, and ask each one to choose a card and place it in the gap on their Lotto board (with your child choosing for their teddy/doll if using):



Shuffle the picture cards and then show them the pictures one by one, asking each time: *Who needs an object that's this shape?* When the object on the card corresponds to the standard (i.e. their geometric shape card) the child puts it on their Lotto board (and does the same for their teddy/doll if using). The game continues until all five spaces on the Lotto board are covered. Continue until your child has covered all five spaces too, so you can have Queen Geometry give them their five presents for solving the puzzle. Your child can then choose a different shape card and play again.

**Crawl and Call game:** Introduce the pentagon. Then lay out the six shapes on the floor as shown here:



Ask your child to crawl along the floor in the direction shown by the arrow. As they reach the first shape, they place one hand on it and call out its name. Keeping one hand on the first shape, they now place their other hand on the second shape and call out its name. Keeping one hand on the second shape, they next move the first hand to the third shape and call out its name, and so on. They can then give their teddy or doll a turn, having them 'crawl' forward, moving alternate hands onto the next shape, until all the shapes are touched and named.



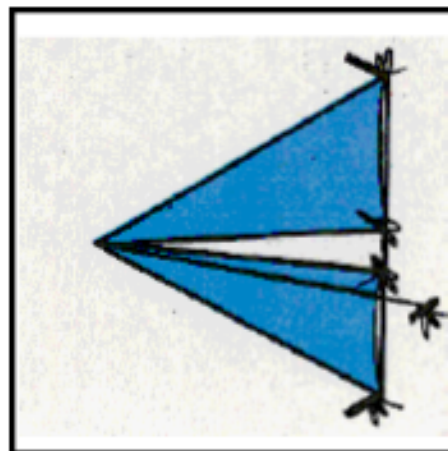
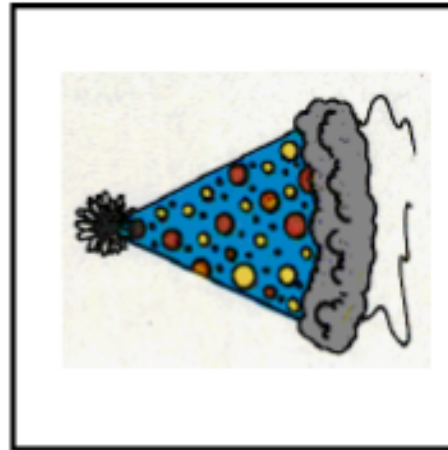
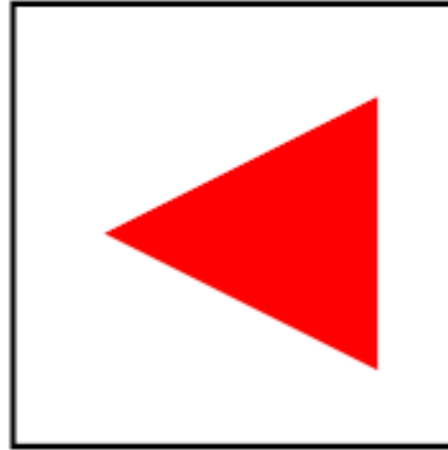
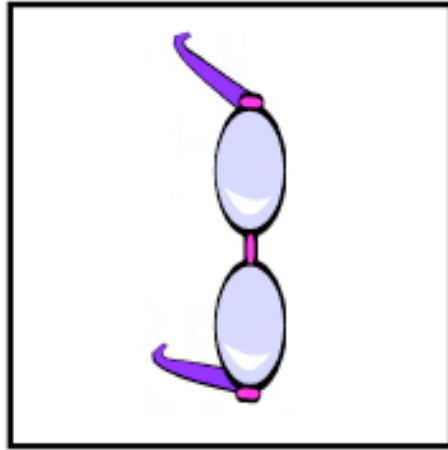
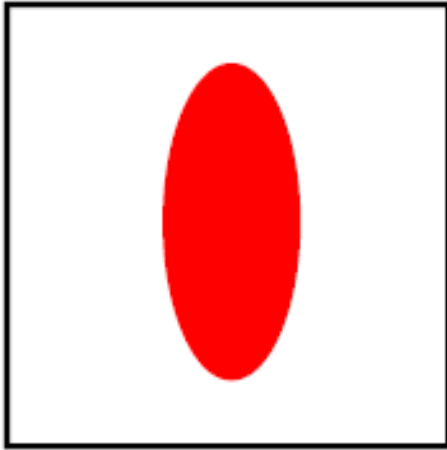
Your child can correctly match the shape of an object in a picture to a standard (geometric shape).  
Your child can correctly name the shapes – rectangle, circle, triangle, square, pentagon and oval.



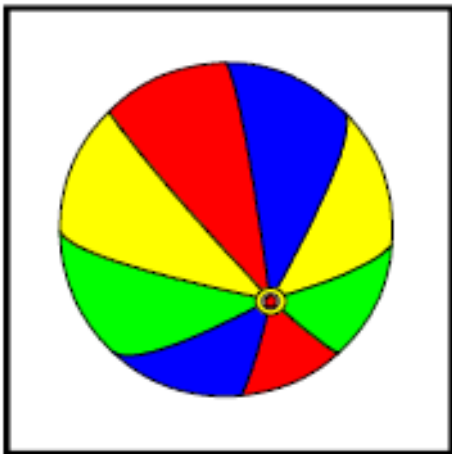
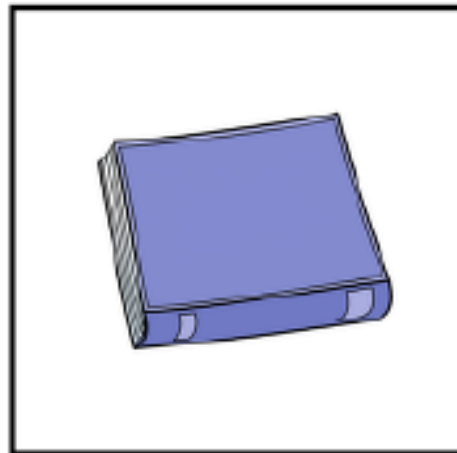
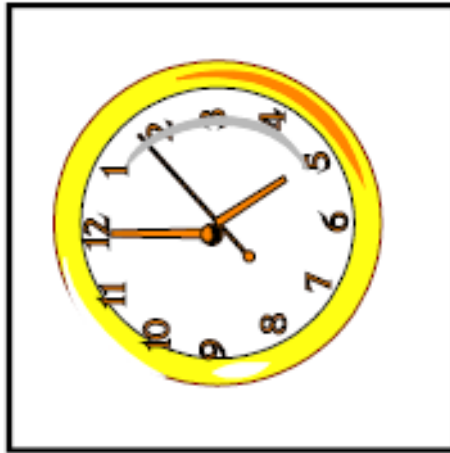
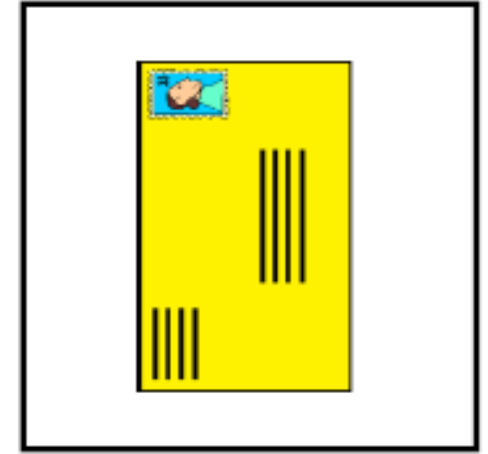
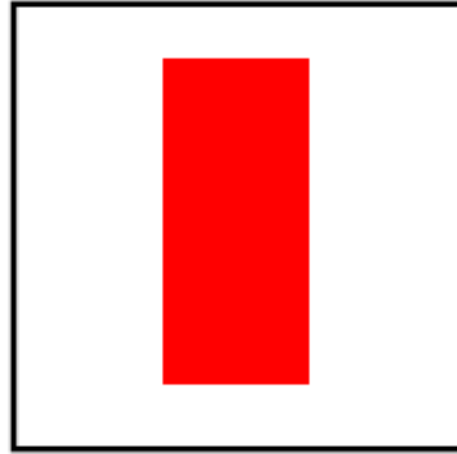
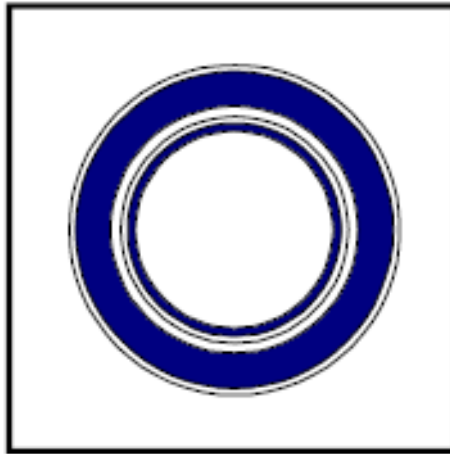
Cut loosely around Queen Geometry.



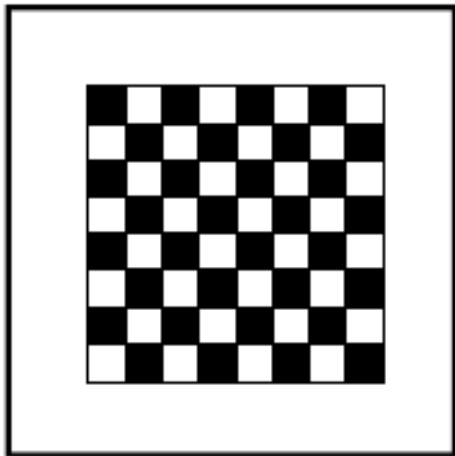
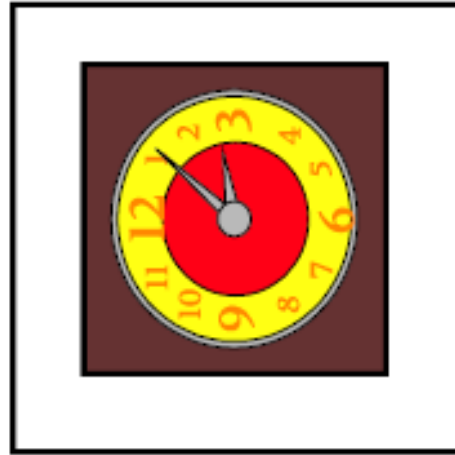
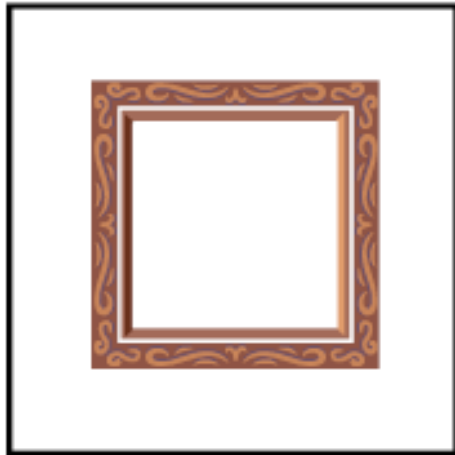
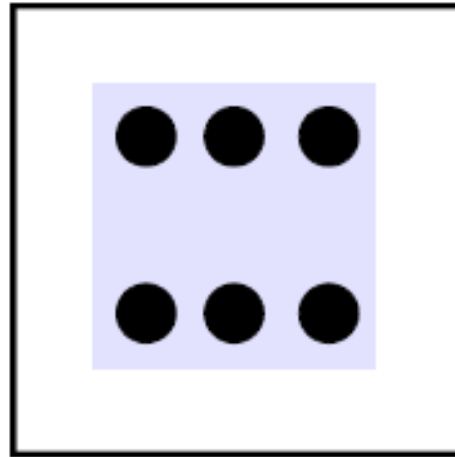
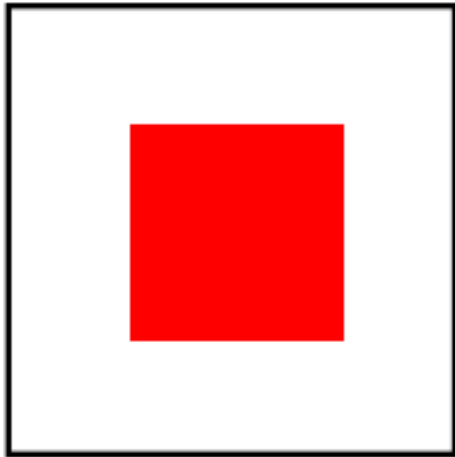
Cut out each card separately.

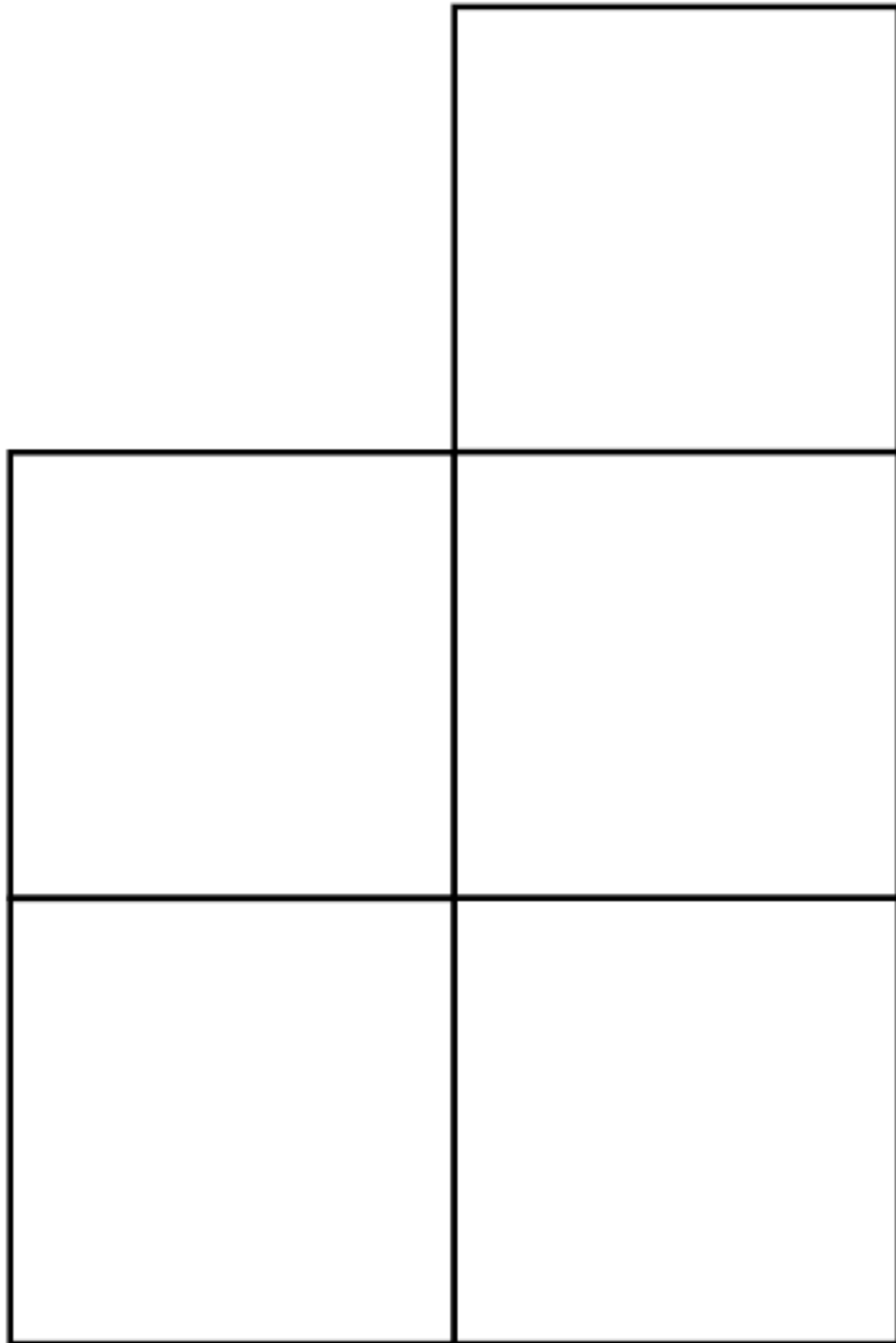
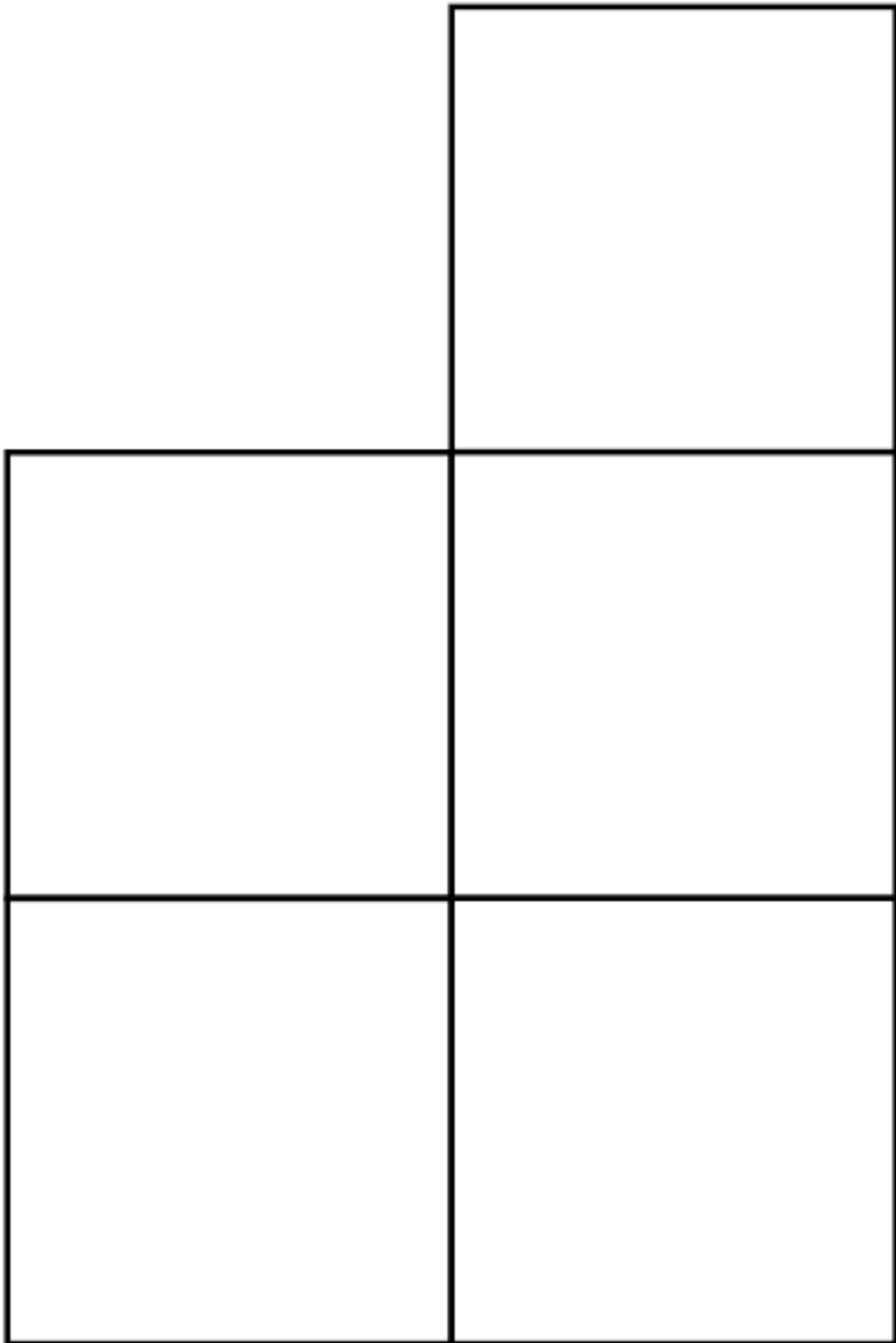


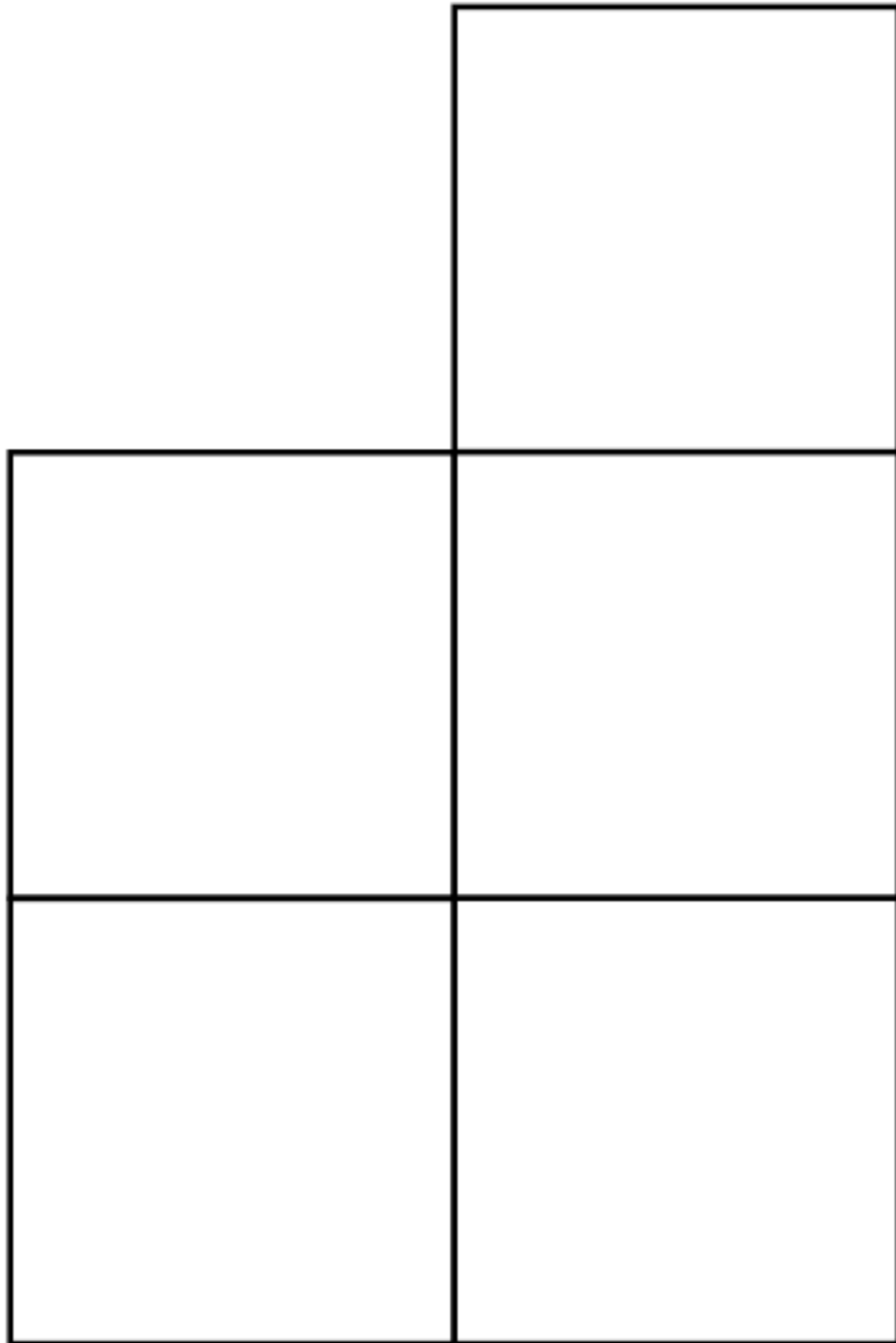
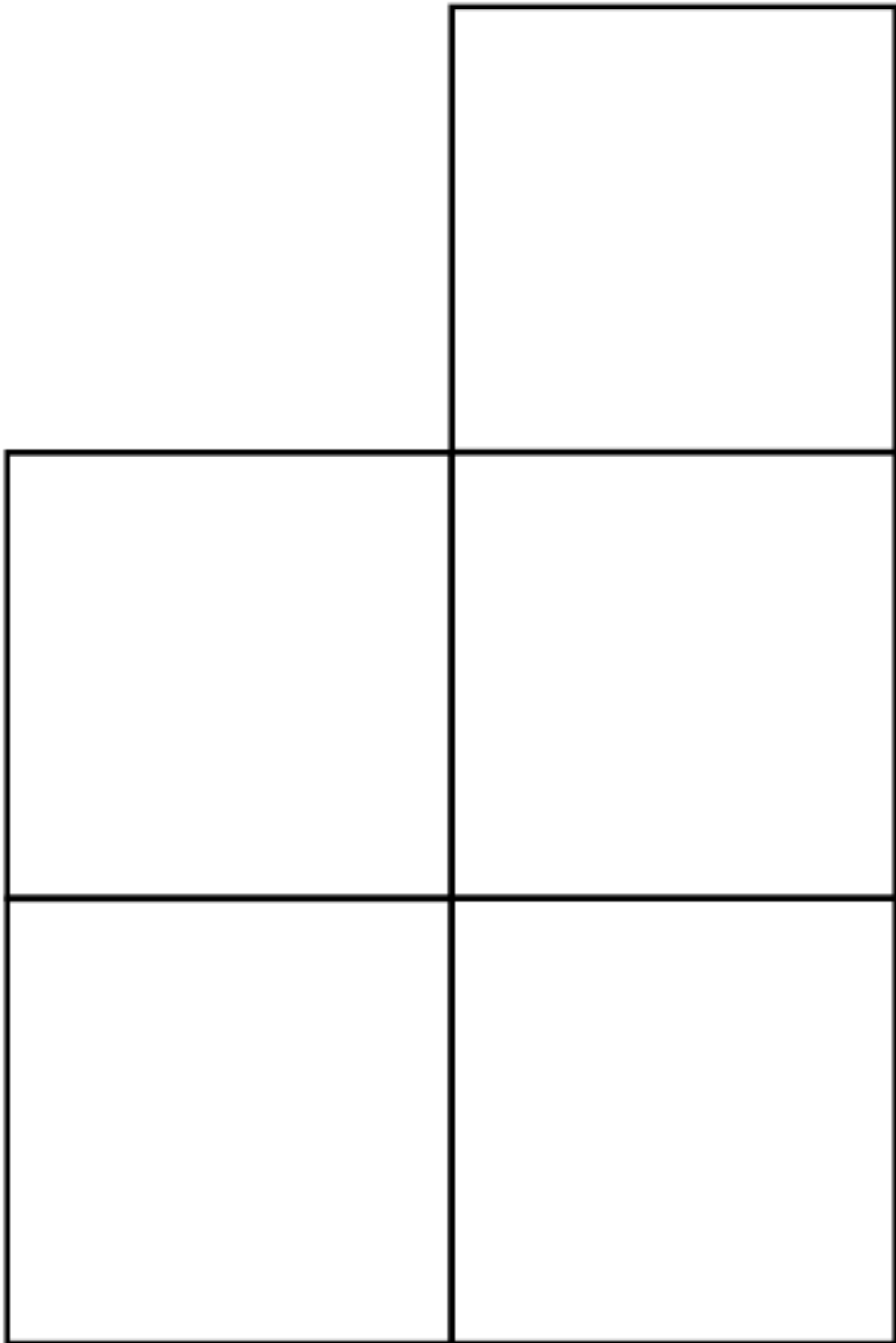
Cut out each card separately.



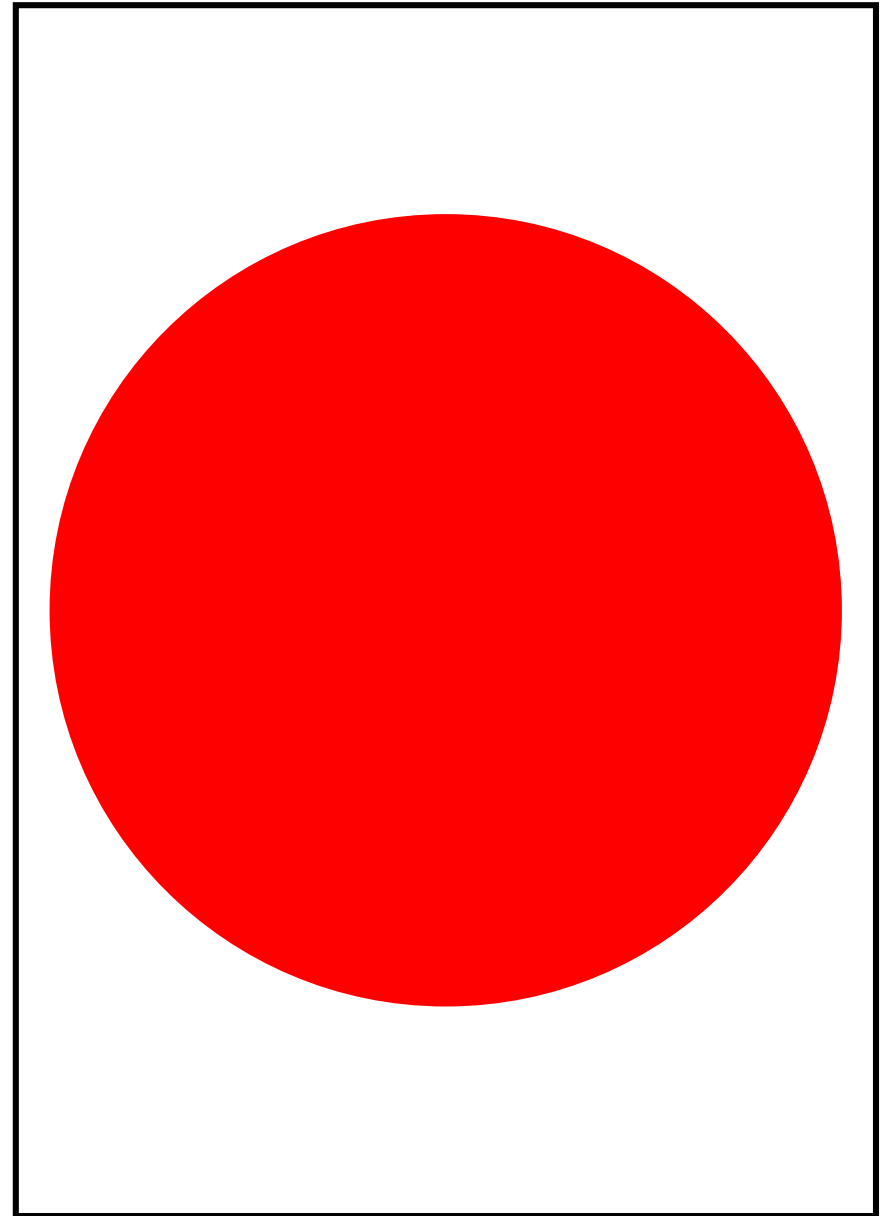
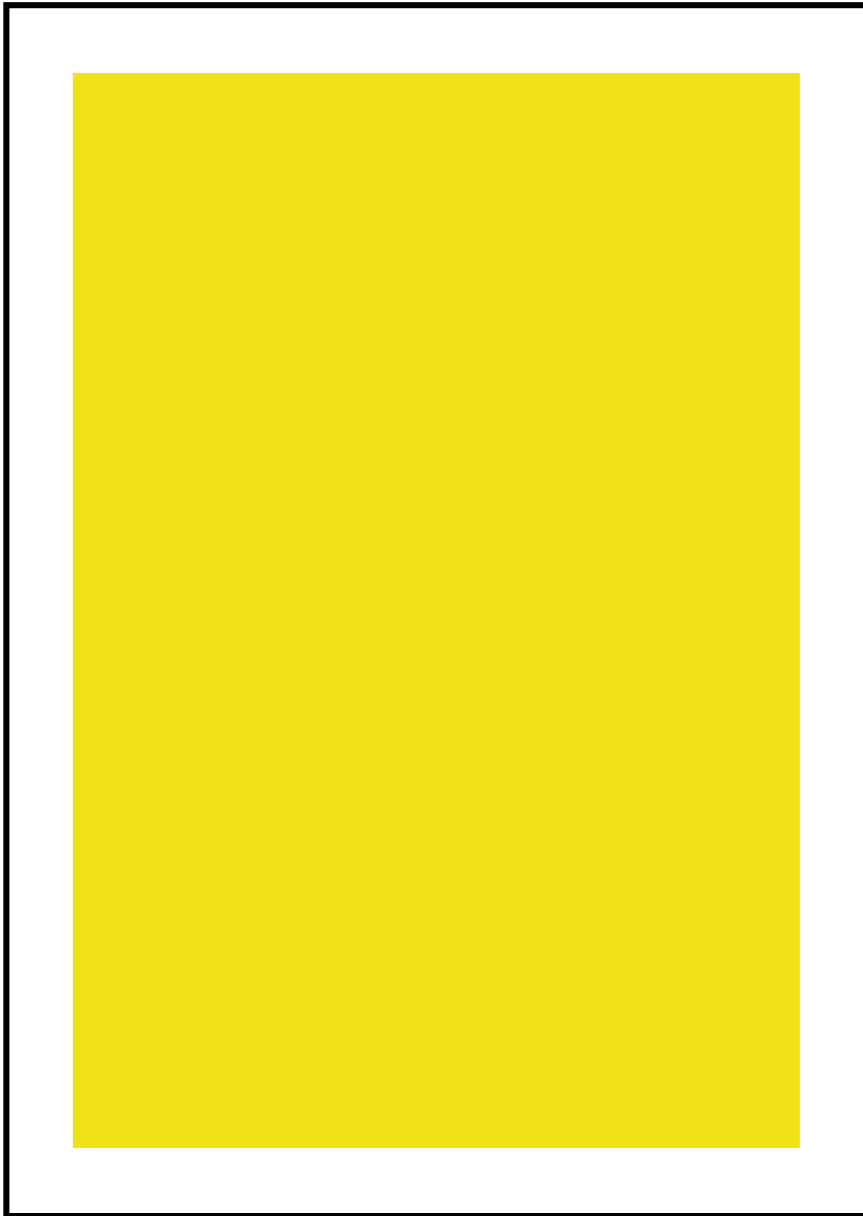
Cut out each card separately.





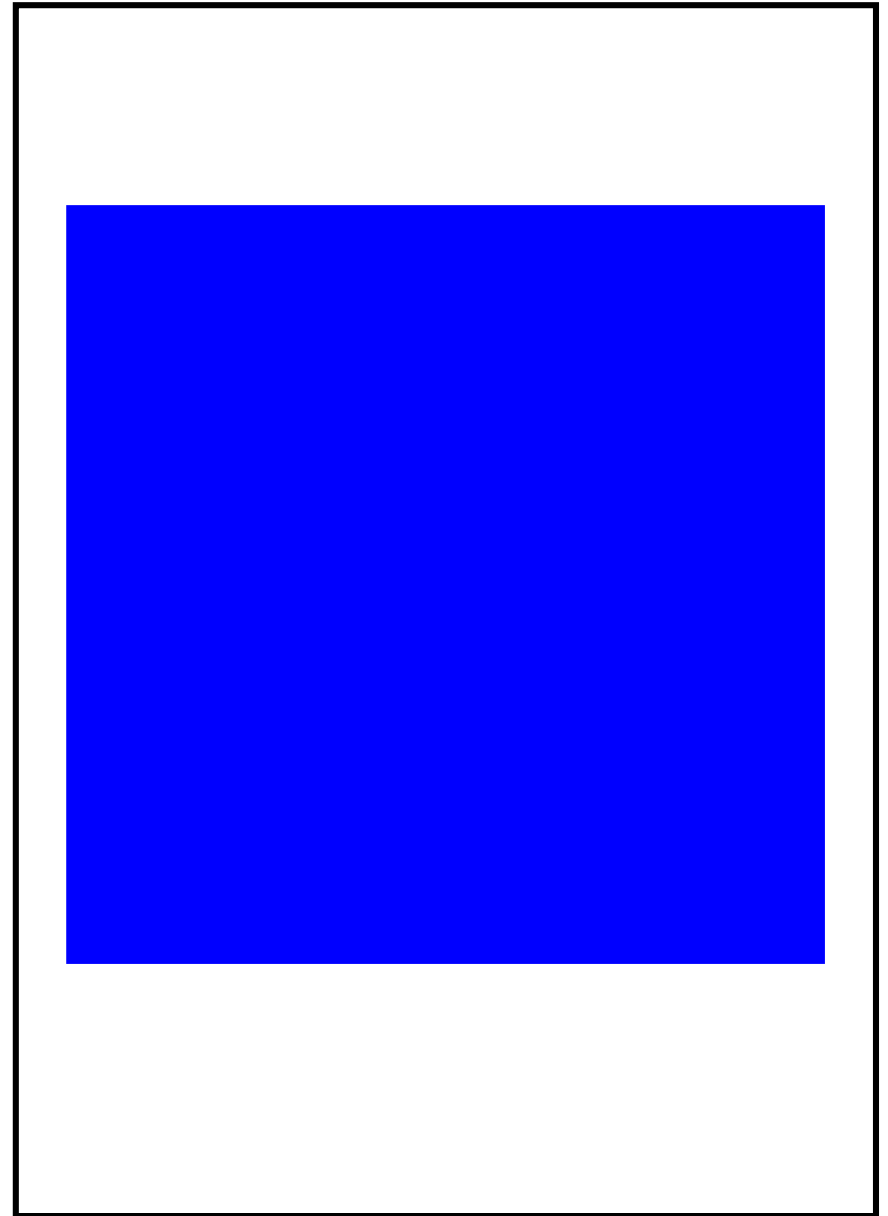
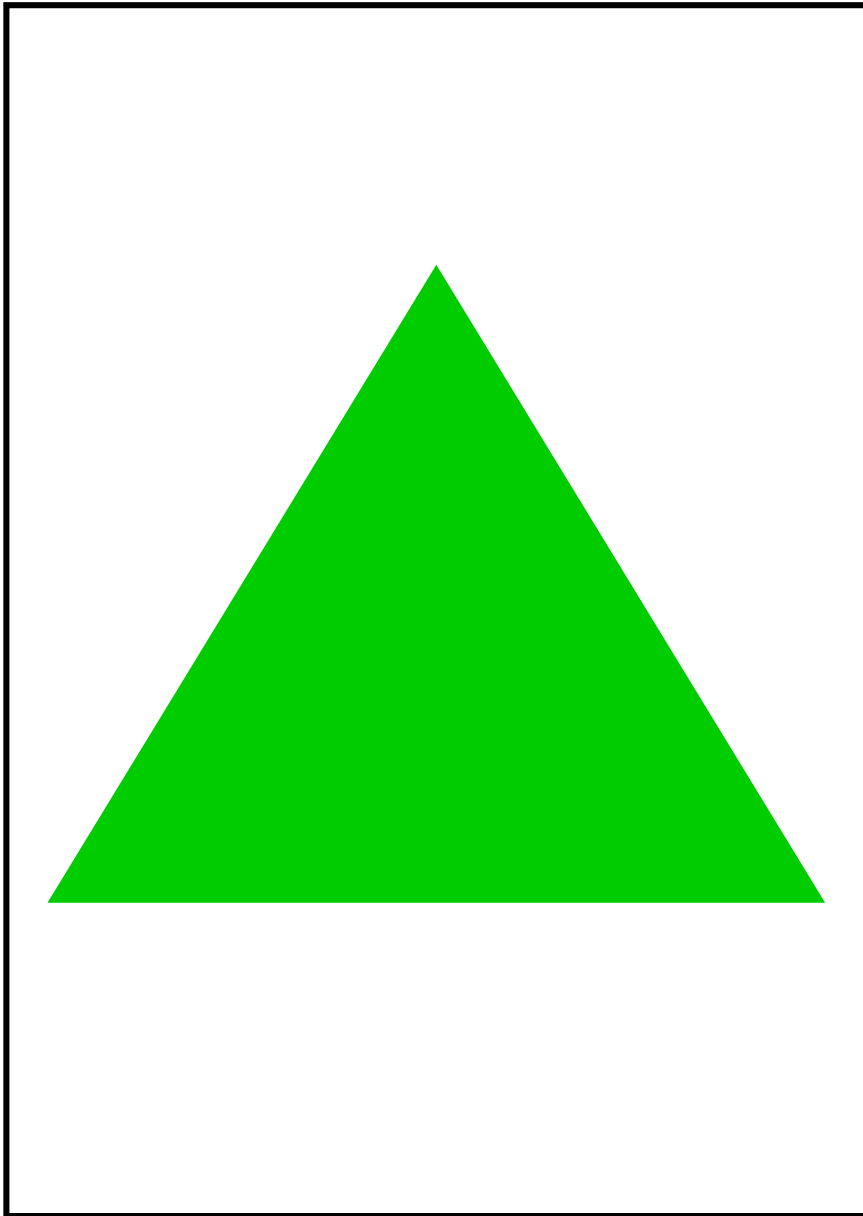


Cut out each card separately.





Cut out each card separately.



Cut out each card separately.

