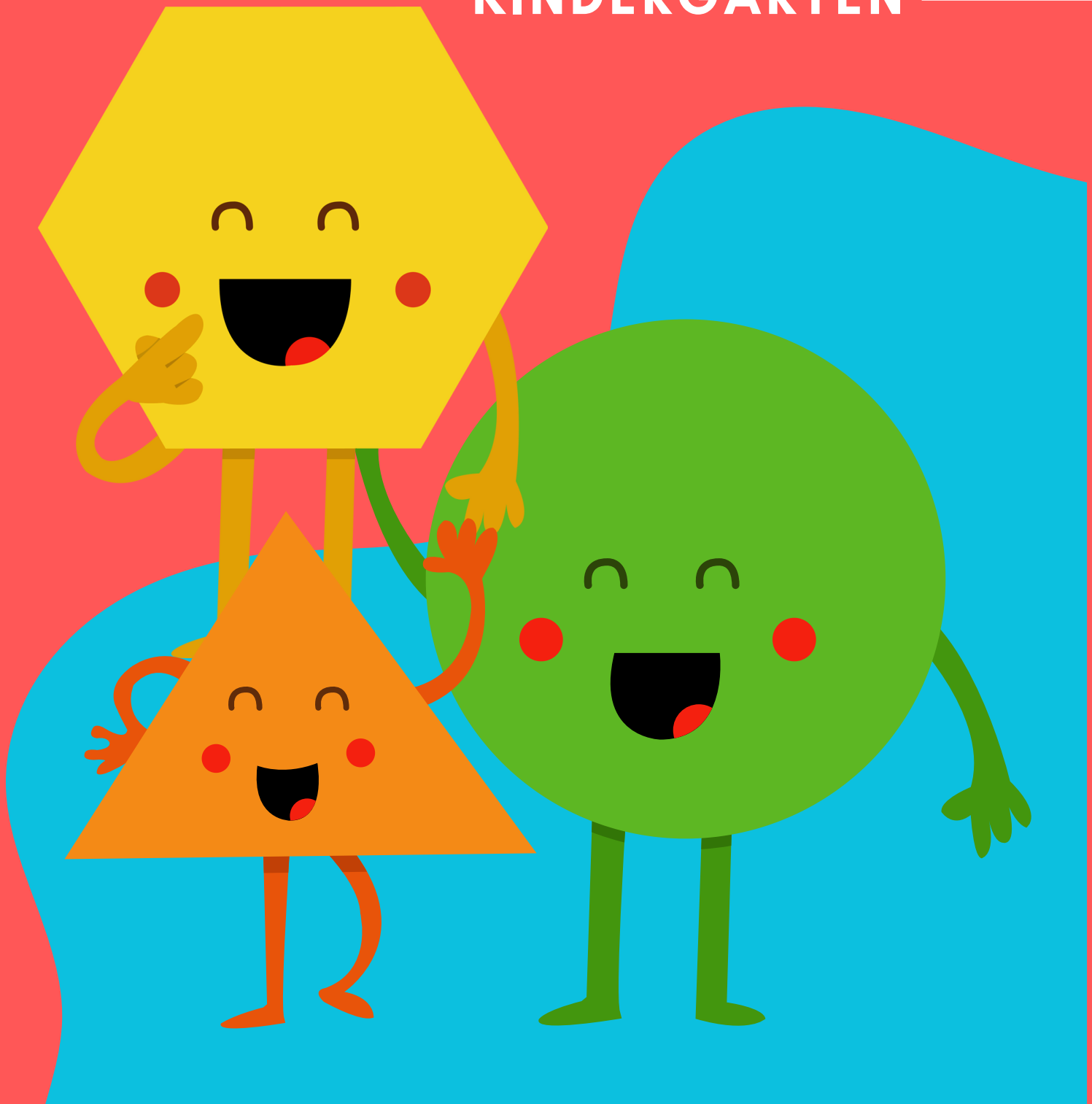# INTRODUCTION TO
2D SHAPES

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KINDERGARTEN

2D SHAPE NAMES
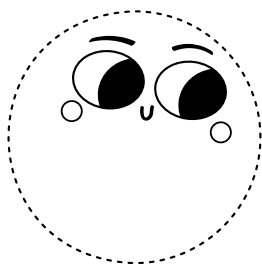
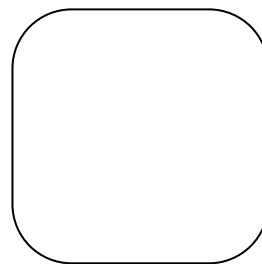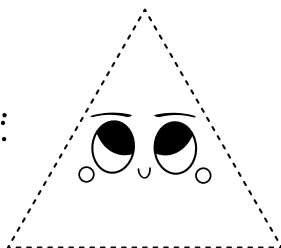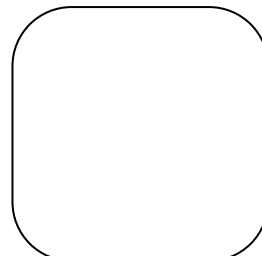| Trace	Trace	Write	Draw

circle

triangle

square
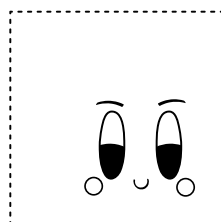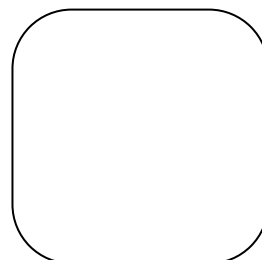
rectangle
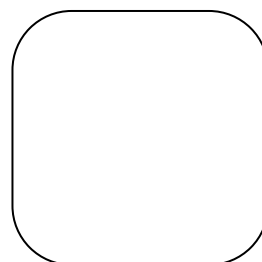
2D SHAPE TRACING
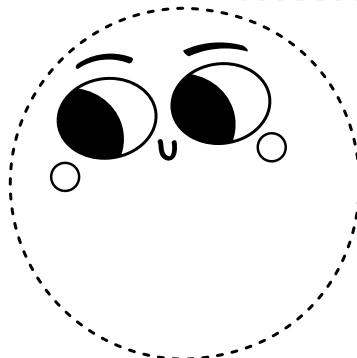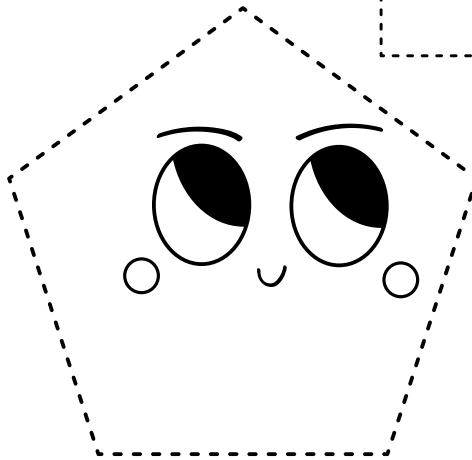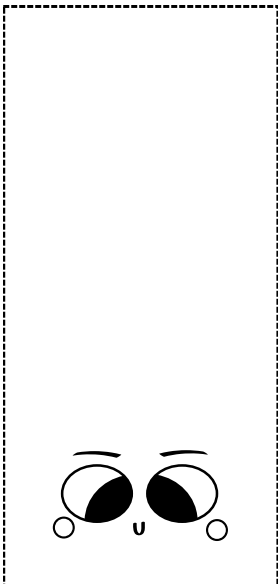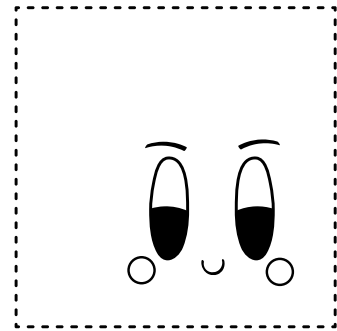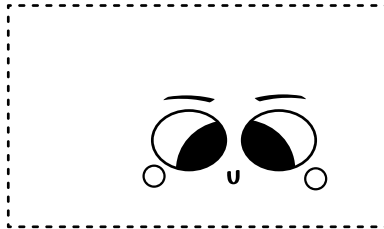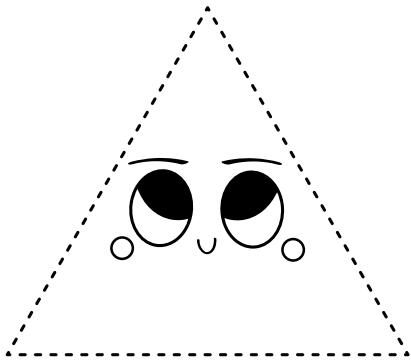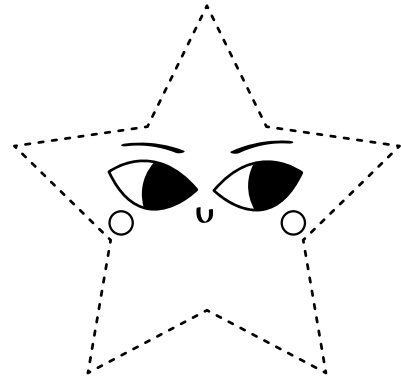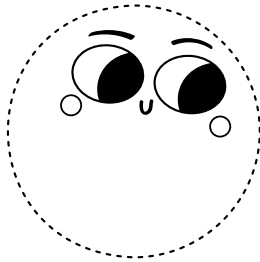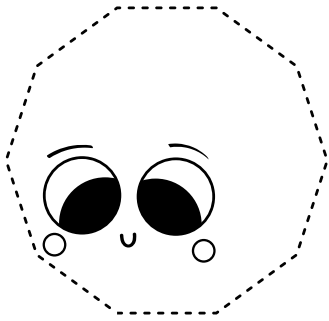
2D SHAPE SORTING

Level: Easy

Instructions: Cut around the following shapes and glue them into their correct categories on the shape sorting page:
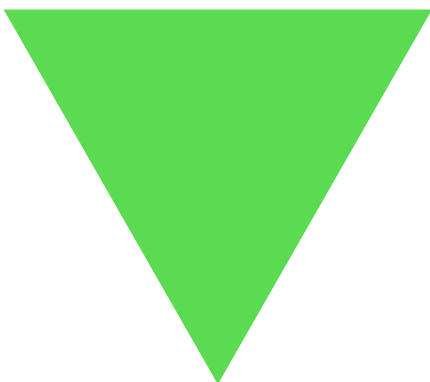
2D SHAPE SORTING

Level: Challenge

Instructions: Cut around the following shapes and glue them into their correct categories on the following page:

2D SHAPE SORTING

Instructions: Glue the shapes into their categories below:

Circle	Triangle

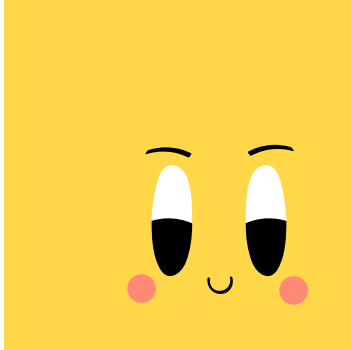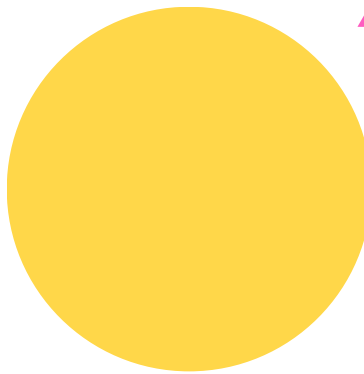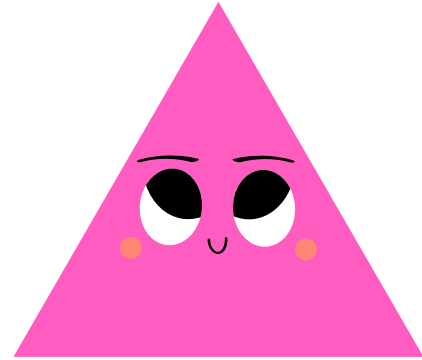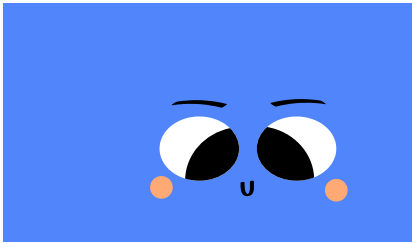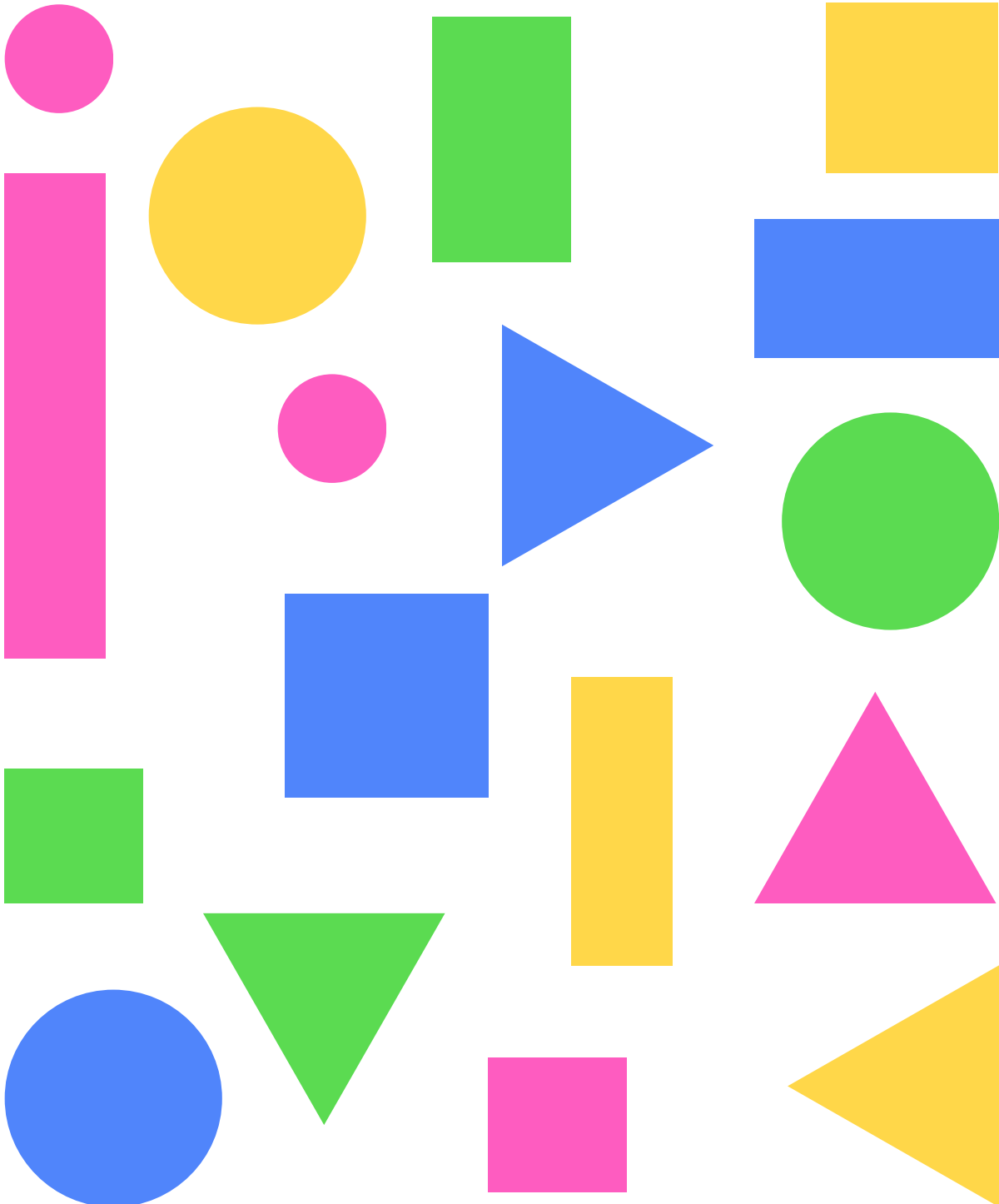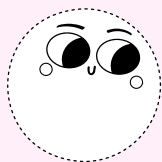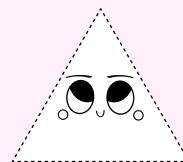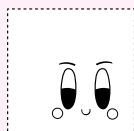| Square	Rectangle

2D SHAPE SORTING

Instructions: Draw a line to match the shapes to their outlines:

2D SHAPE SORTING

Instructions: Cut out the following shapes and sort them according to their attributes: e.g. number of sides, colour, shape name, size etc:

2D SHAPE DRAWING

Level: Easy

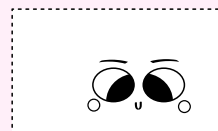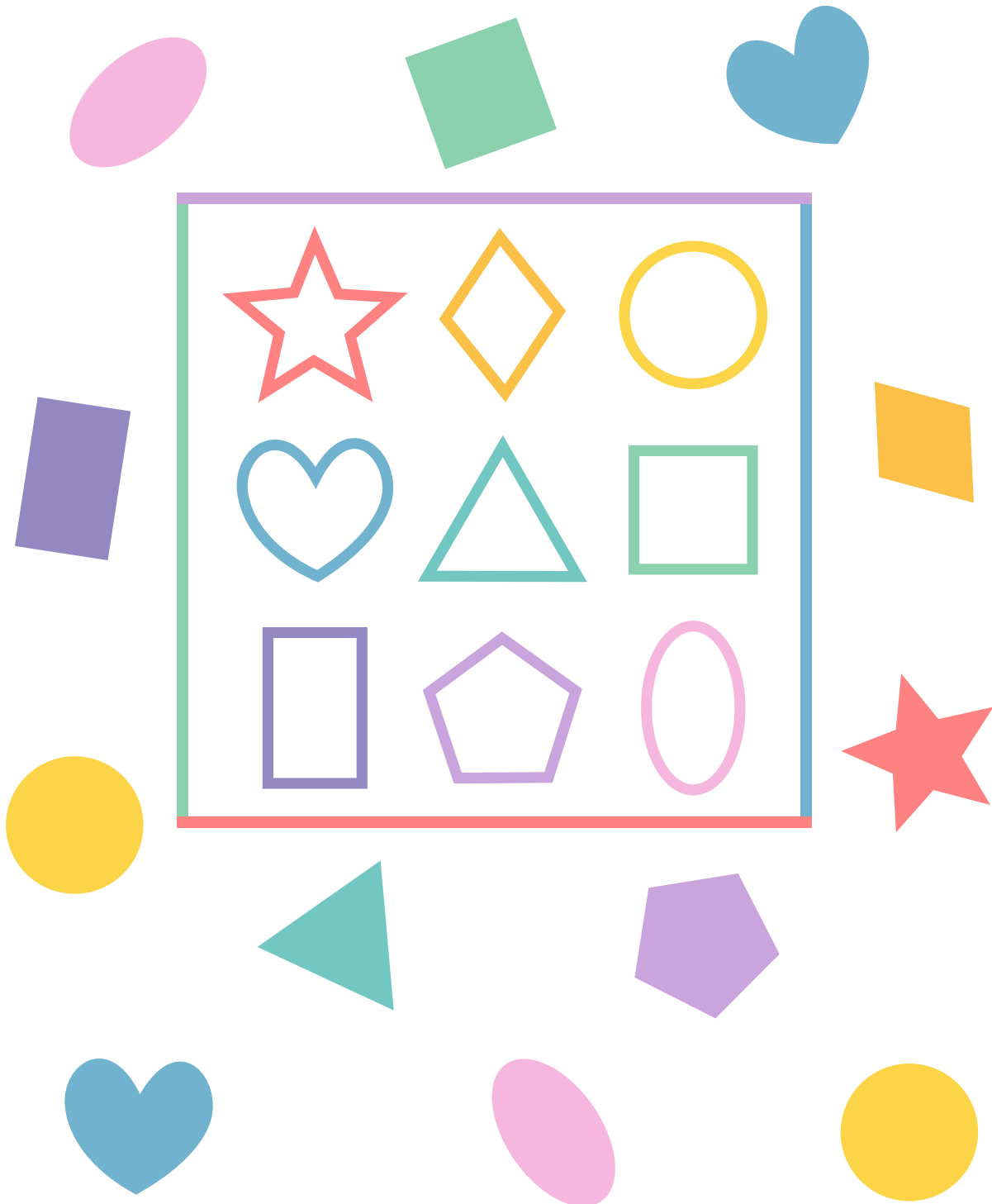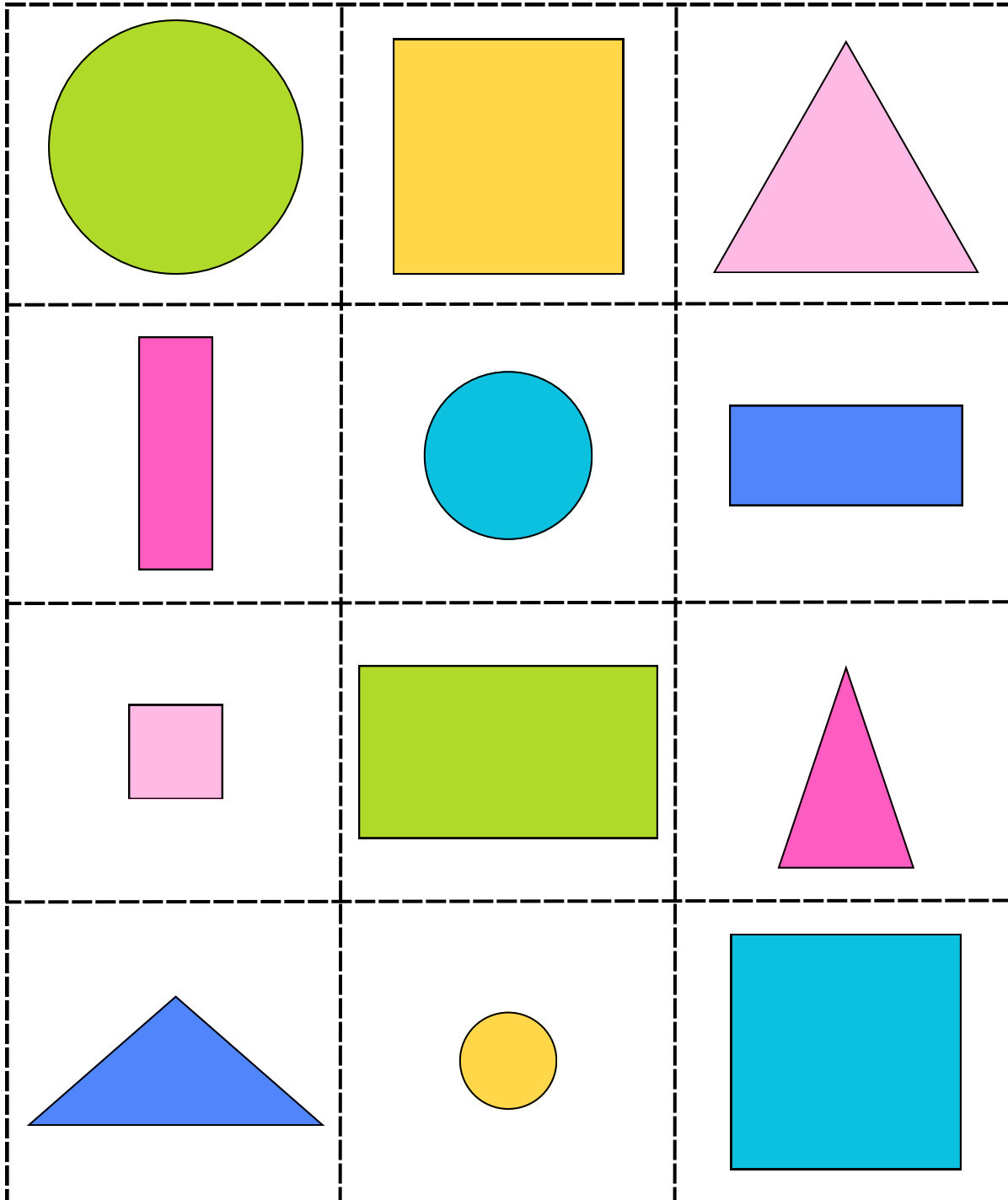**Instructions**: Draw the following shapes in the boxes below:

Circle

Triangle

Square

Rectangle

2D SHAPE DRAWING
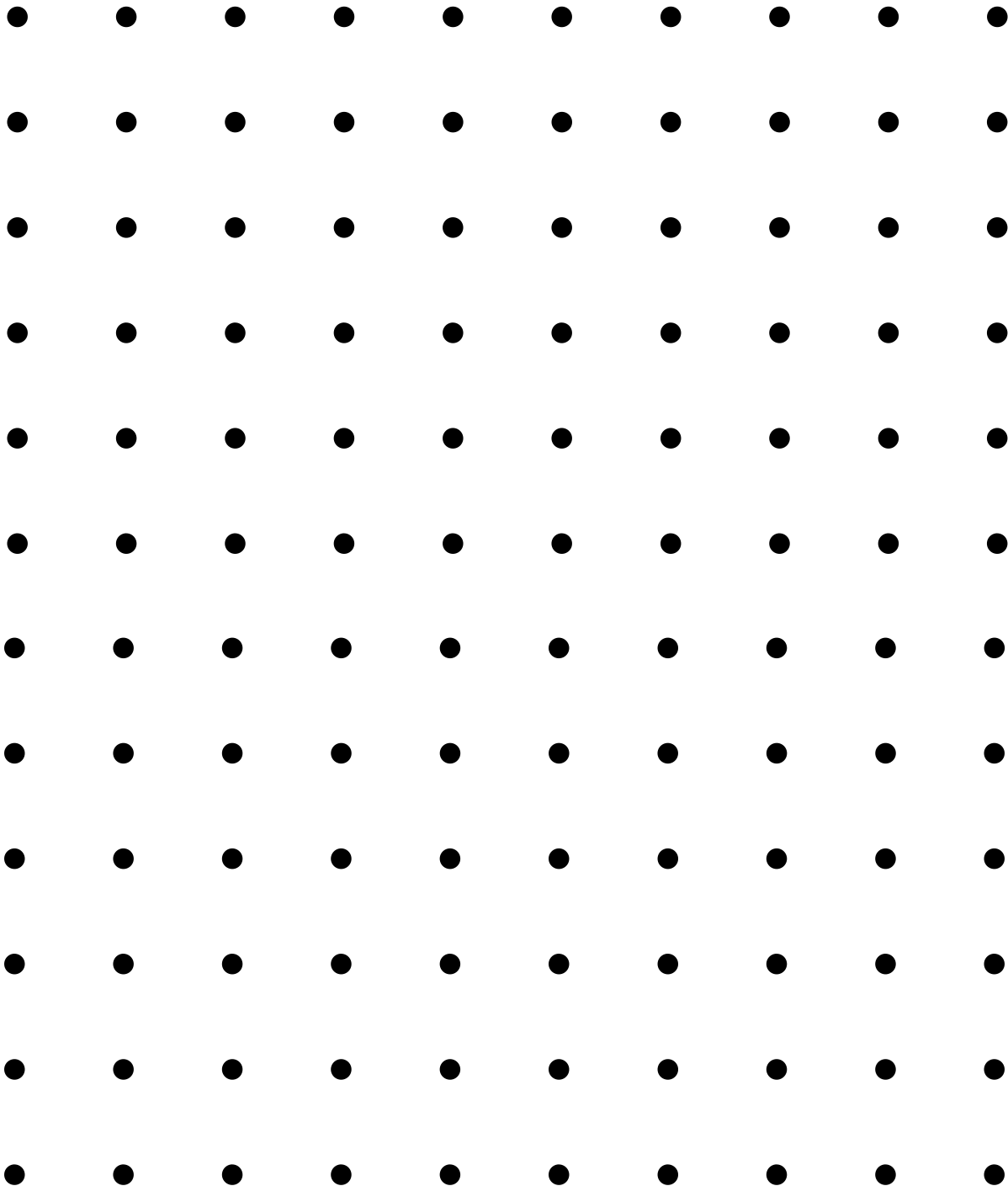
Level: Challenge

Instructions: Draw the following shapes in the boxes below:
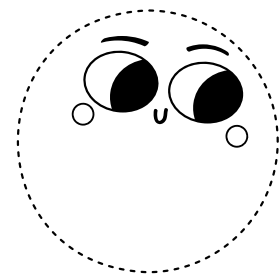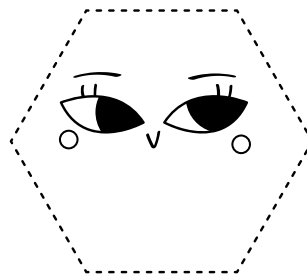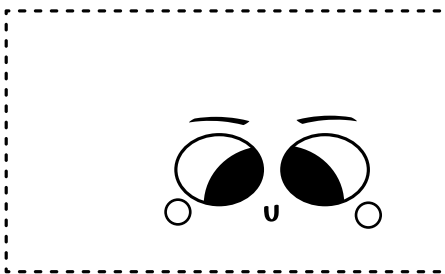
Oval

Star

Diamond

Pentagon

2D SHAPE DRAWING

Instructions: Call out a shape and ask students to draw it using the grid below:

2D SHAPE ATTRIBUTES

Instructions: Trace around the shapes below, and count and record the number of sides on each:
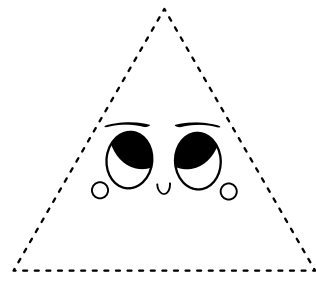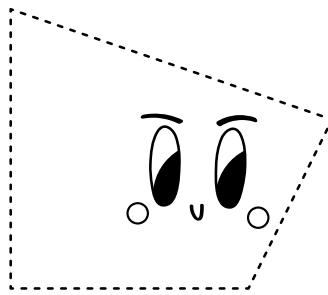
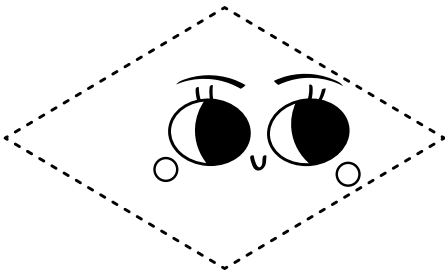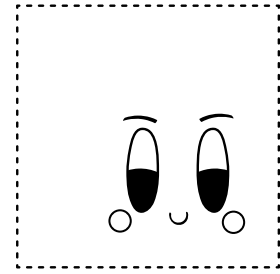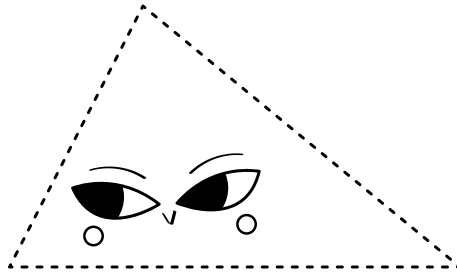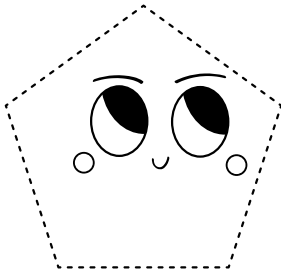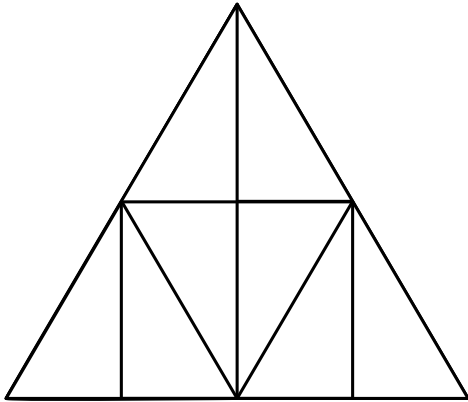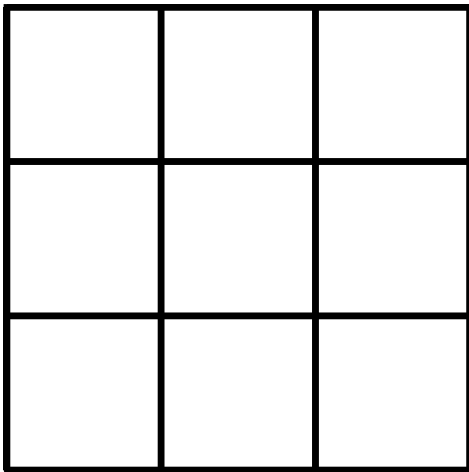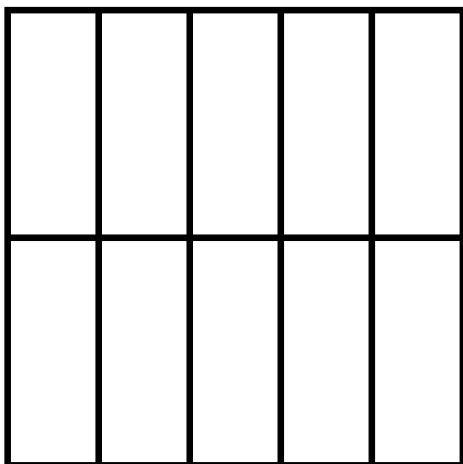# 2D SHAPE RECOGNITION

Instructions: How many of the following shapes do you see in each image below?
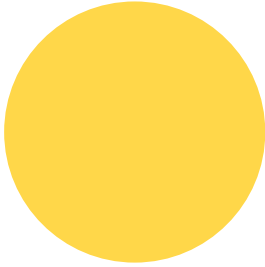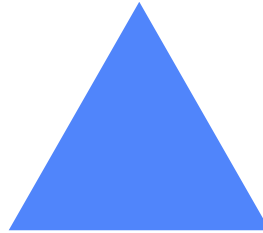
Triangles:

Squares:

Rectangles:

2D SHAPE RECOGNITION

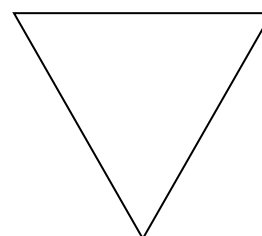**Instructions**: Colour the shapes the following colours:

Circles: Yellow

Rectangles: Green

Triangles: Blue
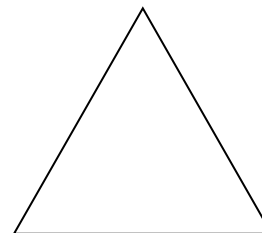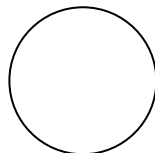
Squares: Pink
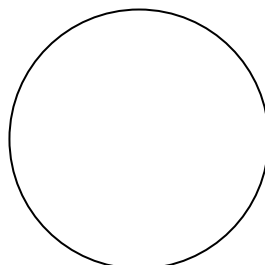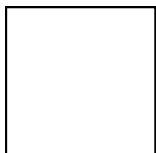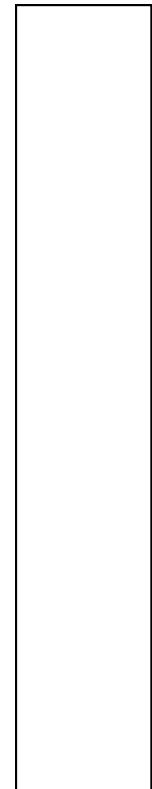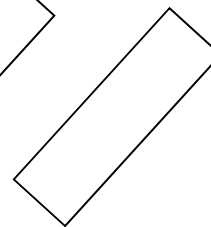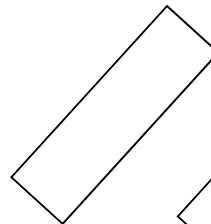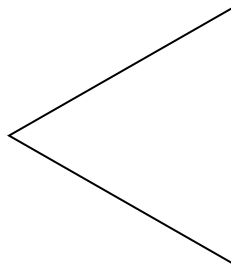
2D SHAPE RECOGNITION

Instructions: How many of the following shapes do you see in the picture below?

Triangles:

Squares:

Rectangles

Circles:

2D SHAPE RECOGNITION

Instructions: Circle all the triangles below:

2D SHAPE ACTIVITIES

Below are some additional activities you can do with your students to introduce them to 2D shapes:

- Go on a hunt around your school to identify 2D shapes in the environment
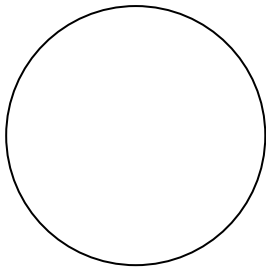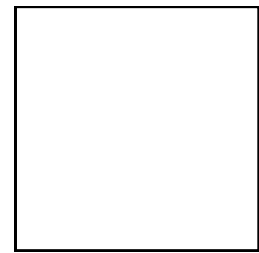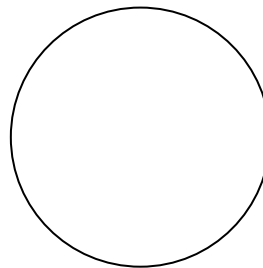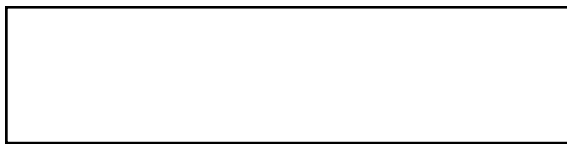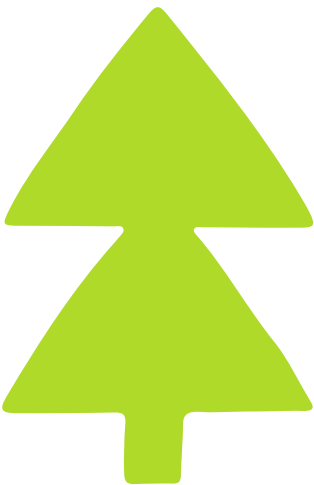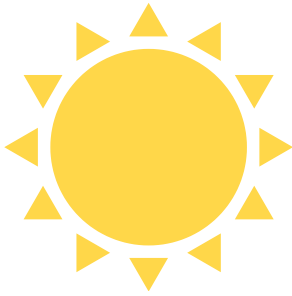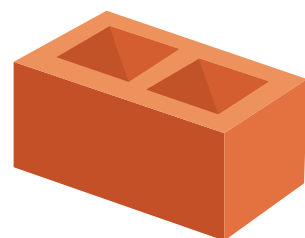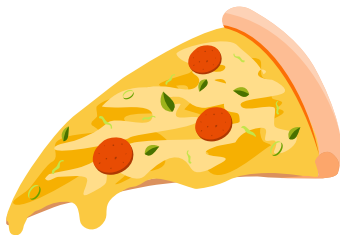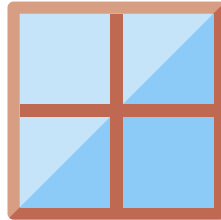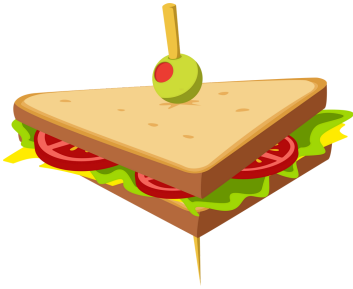
- Model 2D shapes using materials such as clay, toothpicks, pencils etc

- Create shapes using students' bodies

- Use an electronic device to take photos of 2D shapes in the classroom

- Use a geoboard and rubber bands to create shapes

- Divide the class into groups to research all the attributes of a shape, and report back to the class

- Roll dice and have students draw a shape with the number of sides the dice lands on

- Class collects a variety of 2D shapes from within their classroom, and sort according to their attributes