Geometry Games

\*\*Note: Important vocabulary for this unit in first grade is “defining attribute.” These are the things that make a shape what it is. For example, for a triangle, defining attributes are that it has 3 straight sides and 3 corners (or vertices). The triangle being small and purple are non-defining attributes. The triangle would still be a triangle if it was large and green. There is a shape reference poster on the website if you need help. ☺

**Roll, Spin, Match**

Materials: 1 die, 2D spinner

Roll the die and spin the spinner. If the number on the die matches the number of sides/vertices on the shape, you get that many points. If it does not, subtract points for the number on the die. If you can name the shape you can add one bonus point. After 10 turns the player with the most points wins.

**Roll and Build**

Materials: 1 die, a pipe cleaner or piece of string

Roll the die. Build a shape with that many sides and name the shape. Can you also tell 2 defining attributes?

**Shape Bump**

Materials: Game board (available on website), 10 game pieces for each player

Directions are written with the game board. Extend the game by having to name one of the shape’s attributes to be able to place a piece on the board.

**Shape Lovin’**

Materials: Game board (on website), 1 game piece per player

Directions are printed on the game board.

**Shape Hunt**

Materials: Shape Hunt paper (on website or make your own)

Go on a shape hunt in your home to find everyday objects that are solid (3D) shapes.