Shapes At The Fair

Standards:

MAFS.K.G.1.1: Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to.

MAFS.K.G.1.2: Correctly name shapes regardless of their orientations or overall size.

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Lizzie! Since this week we learned about shapes in class, I have an idea for a game we can play!

A game?? You know that I love playing games! Tell me more about it.

The game is very simple. We each need to find different shapes around the fair. Whoever finds the most shapes, wins.

Okay Lauren, we have a deal. But what does the winner get?
My favorite!!
Well, the board with the ticket prices is shaped as a rectangle. One point for me!

Mar., I shouldn’t have stopped to tie my shoe.

Well, the winner gets cotton candy!

The Ferris Wheel is shaped as a circle!! Now we are in a tie!

Well those spaces in the metal are shaped as triangles! I also get another point Lauren.

And the driving wheels are shaped as circles!

And this sign is also a rectangle! Another point for me!

The flags on the cars are triangles!
Lizzie, I have to use the restroom, so we are taking a break from the game okay?

Okay... Fine.

Oh look, the top of the fountain is shaped as an oval. Does that count as a point??

...Yes Lizzie. Can we please find the restrooms now?

And this sign is a rectangle. Point for me right Lizzie?

Lauren! I thought we were taking a break!

Lauren, the animals are cute, but we need to keep finding shapes!

You really want that cotton candy huh?
Let’s see if we can find any shapes here.

Shh... I’m trying to find one Lauren.

The target is shaped as a circle!!

Since we ended in a tie. We both get cotton candy!!

YAY! LET’S GO!

I know the game is over, but the cotton candy holder is shaped as a cone...

Yes! I agree, you are right!
ISTE Standards:

1. Creativity and innovation
   Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
   a. Apply existing knowledge to generate new ideas, products, or processes
   b. Create original works as a means of personal or group expression
   c. Use models and simulations to explore complex systems and issues
   d. Identify trends and forecast possibilities

ISTE Standards:

3. Research and information fluency
   Students apply digital tools to gather, evaluate, and use information.
   a. Plan strategies to guide inquiry
   b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media
   c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks
   d. Process data and report results