Shape-ology

Strands:

Number & Quantity	
Algebra	
Functions	
Geometry	x
Statistics & Probability	

Materials Needed:
- *Shape-ology* cards
- Scrap paper and pencil, one per player

Where:

Outside	
Inside	X
On-line	
On-site	

In this game for 4 to 8 players, try to stump your opponents by describing a shape without using its name.

Set-Up:
- Cut out the *Shape-ology* cards, shuffle them, and place them face down in the center of the playing surface.
- Form two teams with the same number of players in each. Team members sit together to play *Shape-ology*.

Object of the Game:
Identify properties to describe shapes.

Playing the Game:
1. Team 1:
   a. Pick up one *Shape-ology* card. Share the card with your team members and keep it secret from Team 2.
   b. In turn, state a property of the shape without stating the shape's name. Allow Team 2 to collaborate with each other between clues.
   c. One full round is complete when your team has stated 6 properties of the shape.
2. Team 2:
   a. You have one full round to guess the most specific shape on Team 1's card.
   b. With each new clue from Team 1, collaborate with your team members to try to guess the most specific shape.
   c. State the shape when you are certain you know it.
   d. Scoring the round: Your team
      - Loses 1 point for each wrong guess.
      - Earns 3 points for correctly identifying the shape.
      - Earns 2 bonus points for correctly identifying the shape before 6 properties have been stated.
      - Earns no points if the shape is not correctly identified by the end of the round.
3. Team 2 becomes Team 1 and vice versa. Repeat Steps 1 and 2.

Variations:
I Am Not This Shape: Describe each shape using only properties it does not have.
Property Panic: Both teams see the shape. All players write down as many properties of the shape as they can. Team members collaborate with each other to compile a single list. Teams compare final lists. The Team with the most correct properties wins 5 points.
Guess the Shape: One team member is the guesser. The rest of the team states properties to help their guesser correctly identify the shape in 6 or fewer clues. The other team can steal if the guesser cannot correctly identify the shape in 6 clues.

Helpful Hints:
- If a player has trouble determining properties, ask team members to work together.
- If a player is having difficulty guessing the shape, allow team members to each take a second turn stating properties.