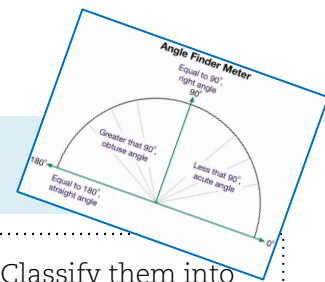


Angle Chase



Strands:

Number & Quantity	
Algebra	
Functions	
Geometry	X
Statistics & Probability	

Think about angles, where to find them, and how to classify them in this game for young learners.

Object of the Activity: Find angles with different measures. Classify them into one of the categories: Acute, Obtuse, Right, or Straight.

Round 1 Set-Up:

- Each player needs magazines, grocery ads, and *Angle Chase* drawing paper.
- Work in pairs or individually.
- You make game cards in Round 1 to add to the *Angle Chase* game cards provided.

Playing the Game:

Round 1:

1. Look at the *Angle Chase* drawing paper. Notice the size of each box. You will find pictures of angles that fit into each box.
 - a. Find and collect angles. Cut out pictures of angles from magazines, grocery ads, etc. The background is helpful in showing where angles can be found so show at least some of the picture surrounding each angle.
 - b. Tape, draw, or trace each angle onto the *Angle Chase* drawing paper. Use a marker for hand-drawing. Put only one angle in each box.
 - c. Among all players, collect 24 angles.
2. Use the *Angle Finder Meter* to classify your angles. On the lines below each angle, write the angle type and explain how you know you are right.

Round 2 Set-Up:

- Use scissors to cut apart the boxes on the *Angle Chase* drawing paper to make cards to play Round 2.
- Collect the cards from all players into a deck. Include the *Angle Chase* game cards and shuffle all 36 cards together.
- Deal 3 cards to each player. Place two cards face up in the center of the playing surface.
- Place the rest of the cards in a pile face down in the center of the table.

Round 2, On Your Turn:

1. Compare the angles you have in your hand to the turned-up cards on the playing surface.
2. Use a page protector and a dry erase marker to trace the angle in your hand and lay it over an angle on the playing surface to compare angle measures.
3. Capture the card with the next smallest measure by placing your card between two cards on the playing surface. You may collect only one card on each turn.
4. You must play a card, even if you cannot collect one.
5. If you play a card with the same angle measure as one that is already on the playing surface, stack your angle on top. If there is a smaller angle before it, you may collect the smaller angle.
6. Keep any cards you collect until the end of the round.

To Win: The player who collects the most angle cards wins.

Think About It:

1. How did you decide into which category your angle fits?
2. What features of an angle help you decide its angle category?
3. For which category are angles easiest to find? Why?
4. For which category are angles most challenging to find? Why?

Materials:

- *Angle Chase* drawing paper
- *Angle Chase* game cards
- *Angle Finder Meter*
- Marker
- Scissors
- Transparent tape
- Page protector
- Dry erase marker
- Eraser
- Magazines, grocery ads, etc.

Where:

Outside	
Inside	X
On-line	
On-site	



Variations:

Angle Name Game: Write your name as large as you can to fit on a piece of paper. Use a ruler to make the letters. Find angles in your name. Label the angles you find as acute, obtuse, right, or straight. Explain your classification of each angle.

Angle Rotation: For some of the angles you found playing Round 1 of *Angle Chase*, rotate to show how much you have to turn to create the angle. Use a tool in the room to show the rotation. For example, open a book to show the amount of rotation needed to recreate the angle.

Measure Angles: After you have played *Angle Chase* a few times, measure angles more precisely using the Angle Finder Meter that shows other measures than 0, 90, and 180 degrees. The player with the greatest variety of angle measures wins the game.

Helpful Hints:

- Do any of the angle categories overlap? Explain your thinking.
- For each category of angles, what angle measures fit the category?
- Compare carefully! What are you looking for when you compare angles?

