

Match 'n Slap Quadrilaterals



Strands:

Number & Quantity	
Algebra	
Functions	
Geometry	X
Statistics & Probability	

Materials Needed:

- Quadrilateral Properties cards
- Quadrilateral Pictures cards

Where:

Outside	
Inside	X
On-line	
On-site	



Match a quadrilateral with a corresponding property. Be the first to slap a pair of cards to win points in this fast-moving game!

Set-Up:

- Shuffle each set of cards. Scatter each set of cards face down in separate messy piles.
- Player with the longest first name goes first.

Object of the Game: Determine which quadrilaterals have which properties.

Pre-Game Play:

- On your turn, choose a card from each pile, *Quadrilateral Properties* and *Quadrilateral Pictures*. Read the *Quadrilateral Property* aloud.
- If you are able to find a quadrilateral on the picture card that fits the property, state how the property fits the quadrilateral. Keep the picture card and replace the property card face down in the property card pile.
- If you cannot match the cards, the cards remain face up until a match can be made. Continue in this way until the picture pile is gone or no further matches can be made.

Playing the Game:

1. Player 1 flips a *Quadrilateral Properties* card.
2. Player 2 flips a *Quadrilateral Pictures* card.
3. If a property matches a picture of a quadrilateral, slap both cards. State how you know the property fits the quadrilateral.
4. If other players agree you are correct, keep the picture card face up in front of you. Return the property card face down and mix it into its pile. If you are incorrect, place each card face up on the corresponding pile.
5. Players continue flipping cards, alternating between *Quadrilateral Properties* and *Quadrilateral Pictures* until all of the cards are face up.

Winning the Game: The player with the most cards at the end of the game wins!

Think About It:

6. How did you decide whether or not a property matched a quadrilateral picture?
7. Is there more than one type of quadrilateral in the picture that matches the property card?
8. What does it mean for two sides to be consecutive? For two angles to be consecutive?
9. Does the perspective of the picture change the shape in the picture? Does the perspective matter?
10. How do you know if an angle measures 90 degrees?
11. Some of the property cards can be matched with more than one type of quadrilateral. Which properties can you match with which quadrilaterals?

Variations:

Play in Order: On your turn, flip a property card and a picture card. Decide if the cards match. If so, state how you know and keep the picture card; return the property card to its pile face down. Any unmatched cards remain face up on the corresponding piles. Players match one picture card with one property card per turn. Play moves to the left.

Variations, continued:

Properties First: Use only the *Quadrilateral Properties* cards. The first player to name and justify a quadrilateral that fits a property wins the card.

Angles and Sides and Diagonals, Oh My!: Separate the *Quadrilateral Properties* cards into Sides, Angles, and Diagonals piles. Choose one card from each of 2 piles. The first player to name a quadrilateral that fits both cards wins.

Sorting Quadrilaterals by their Properties: Make a 2-circle Venn diagram. Place an Angles property card in one circle and a Sides property card in the other circle. Sort the *Quadrilateral Pictures* cards into the Venn diagram. Which quadrilaterals share which properties?

Sorting Quadrilaterals, Three: Add a third circle to the Venn diagram. See the figure below. Place an Angles card in one circle, a Sides card in a second circle, and a Diagonals card in the third. Sort the *Quadrilateral Pictures* cards into the Venn diagram. Which quadrilaterals share which properties?

Helpful Hints:

- Look carefully at each picture card. More than one type of quadrilateral might be shown. Identify which quadrilateral you are using when you match cards.
- Read the property cards carefully! Do not impose extra properties on the cards you match.

