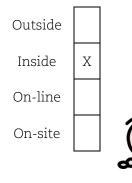
Strands:

Number & Quantity
Algebra
Functions
Geometry X
Statistics & Probability

Materials:

- Shape-ology cards
- Scrap paper and pencil, one per player

Where:



Shape-ology



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.

To Win: The first team to earn 15 points wins the game.

Think About It:

- 1. What properties helped your team guess each shape? What made these properties so helpful?
- 2. What shapes were hard to guess? What made it difficult to guess these shapes?
- 3. When your team was stating properties, for which shapes did you find it most challenging to state 6 different properties? What made the task difficult?
- 4. For which shape did you find it easiest to state 6 properties? What about the shape made the task easiest?

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.