

Discovering STEM Program

Kit name: Sort it Out! (Grades: K-2)

Description: The students will engage in a sorting game using several household items. The object of the game is to collect an item during each round and to classify it under its formal shape name. When the students have finished the game, they will use what they learned to search the library for a variety of different 3D shapes on their own.



Alignment for Shape Sorting & Graphing (Grades: K-2)

To the Common Core State Standards Mathematics <http://www.corestandards.org>

This kit addresses the following standards:

Common Core Standards

- **K.G.2** Correctly name shapes regardless of their orientations or overall size.
- **K.G.3** Identify shapes as two-dimensional (lying in a plane, “flat”) or three-dimensional (“solid”).
- **K.G.4** Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices/“corners”) and other attributes (for example, having sides of equal length).
- **K.G.5** Model shapes in the world by building shapes from components (for example, sticks and clay balls) and drawing shapes.
- **1.G.1** Distinguish between defining attributes (for example, triangles are closed and three-sided) versus non-defining attributes (such as color, orientation, and overall size).

When reserving kits, please be sure to:

- **Return** filled out reservation form
- **Review** required kit materials prior to event
- **Return** evaluation forms
- **Replace** consumables