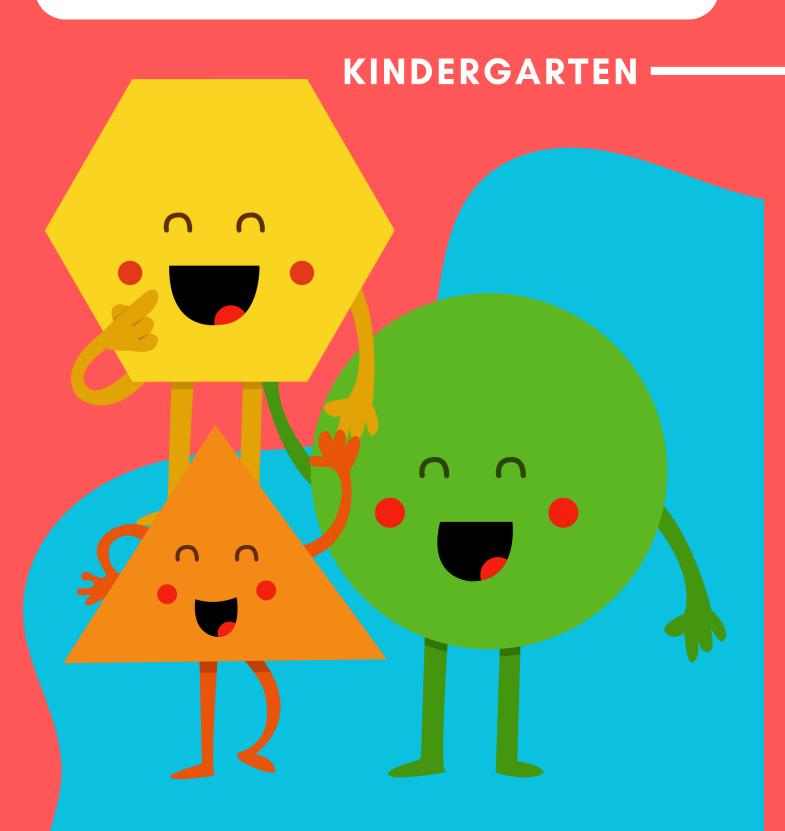
#### INTRODUCTION TO

# **2D SHAPES**

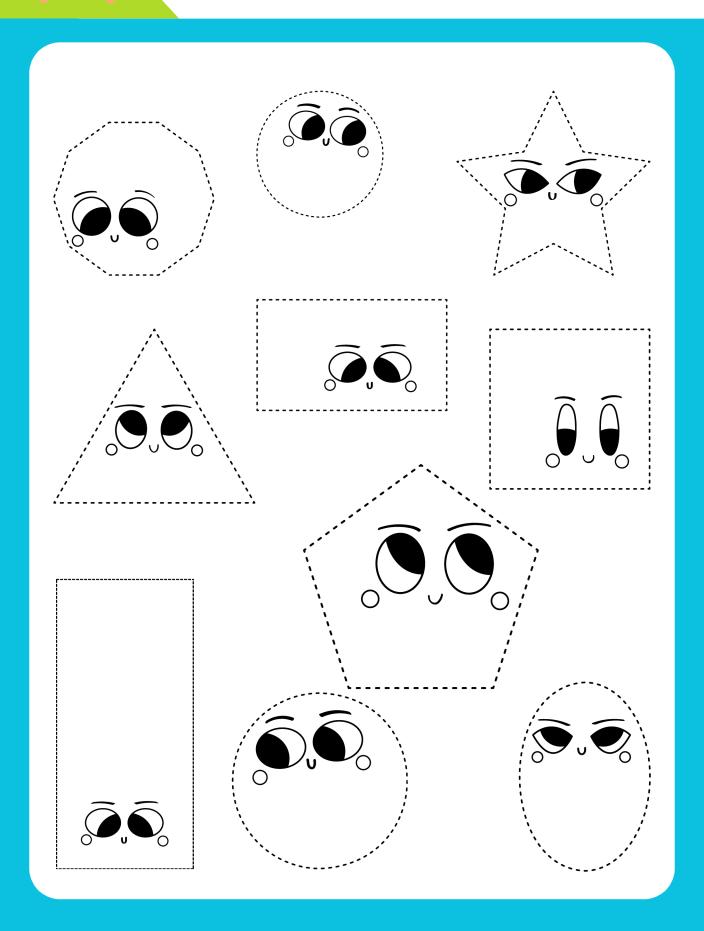


# 2D SHAPE NAMES

Trace	Trace	Write	Draw
circle			
trian	9,9,		
SQUAI			
recta	, , , , , , , , , , , , , , , , , , ,		

## 

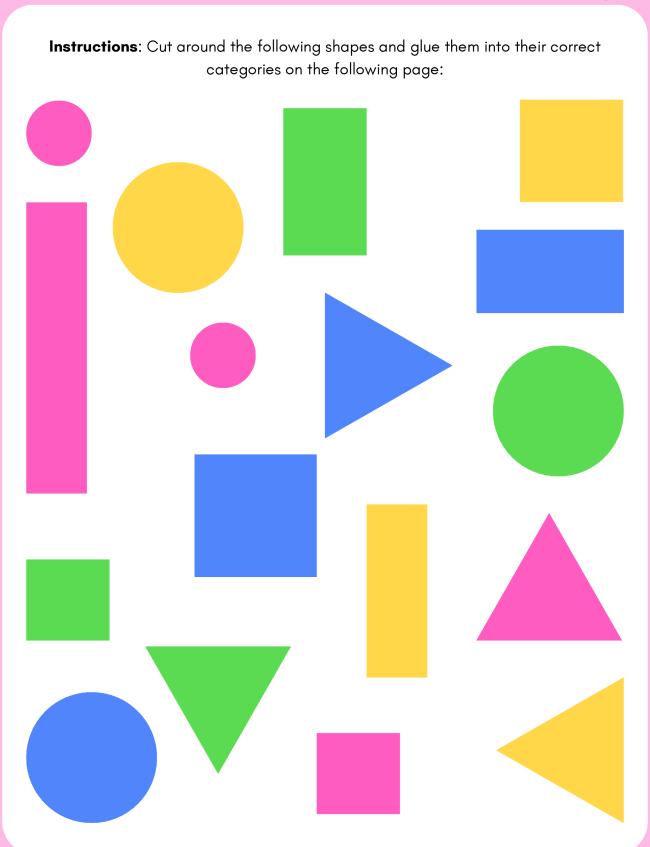
## **2D SHAPE TRACING**



Level: Easy

Instructions: Cut around the following shapes and glue them into their correct categories on the shape sorting page:

Level: Challenge

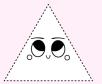


**Instructions**: Glue the shapes into their categories below:

Circle

Triangle





Square

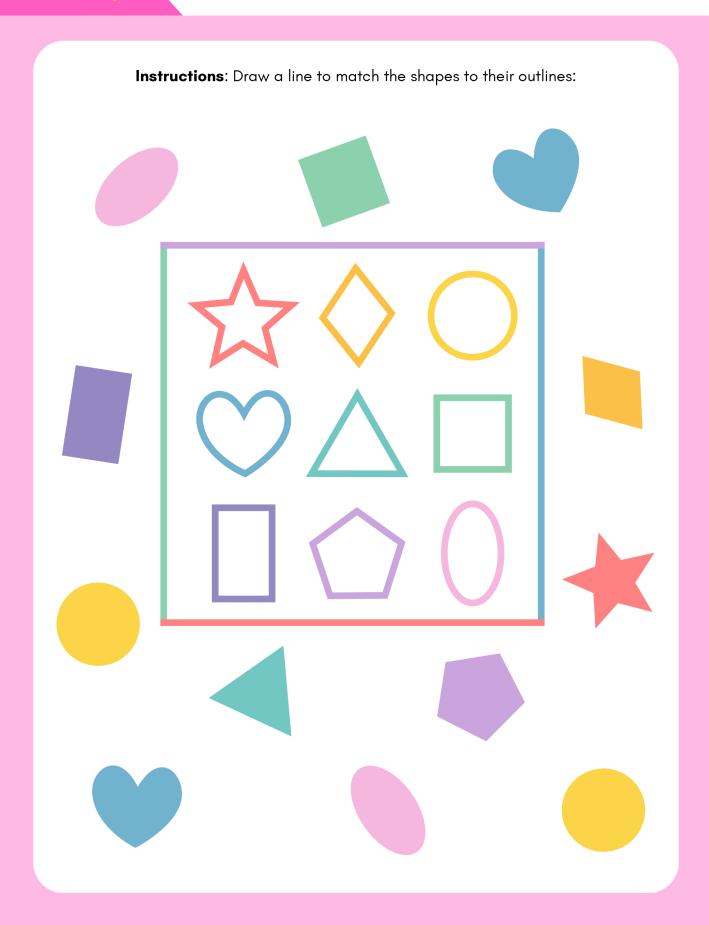
Rectangle



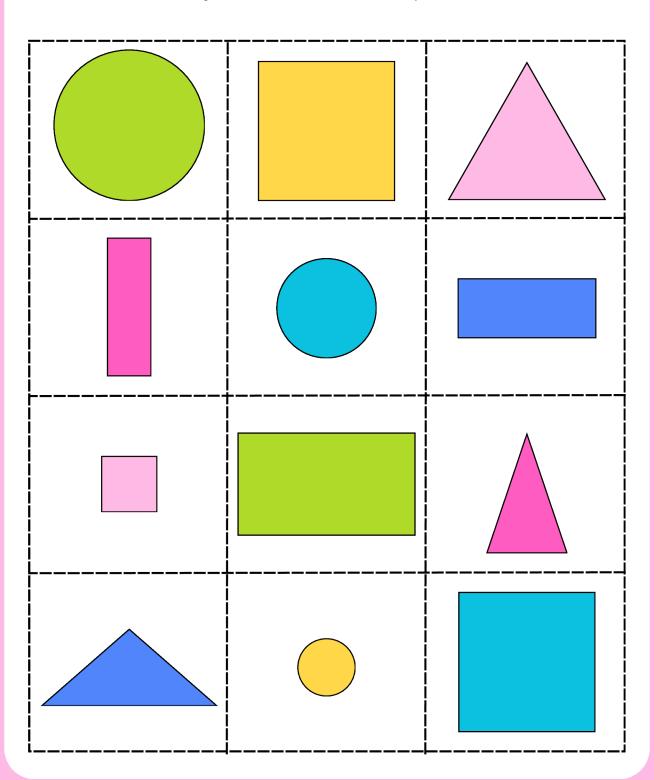


0,0

#### **2D SHAPE SORTING**



**Instructions**: Cut out the following shapes and sort them according to their attributes: e.g. number of sides, colour, shape name, size etc:



## **2D SHAPE DRAWING**

Level: Easy

**Instructions**: Draw the following shapes in the boxes below:

Circle

Triangle

Square

Rectangle

## 2D SHAPE DRAWING

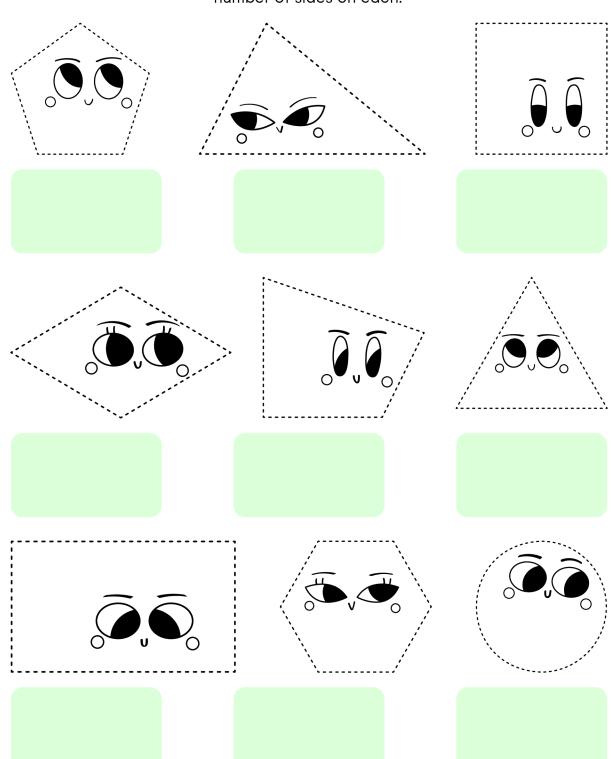
			Level. Chai	ienge
	<b>Instructions</b> : Dray	w the following shapes	s in the boxes below:	
	Oval		Star	
	Ovai		STAT	
	Diamond		D I	
	Diamona		Pentagon	
\		<i>)</i> \		

## 2D SHAPE DRAWING

Instructions: Call out a shape and ask students to draw it using the grid below:

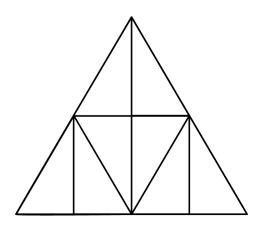
#### **2D SHAPE ATTRIBUTES**

**Instructions**: Trace around the shapes below, and count and record the number of sides on each:

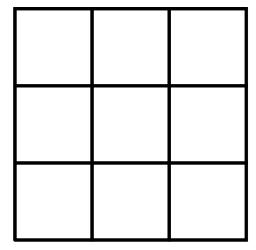


#### **2D SHAPE RECOGNITION**

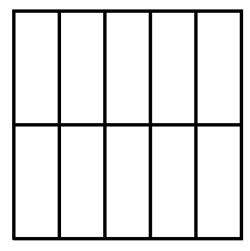
Instructions: How many of the following shapes do you see in each image below?



Triangles:



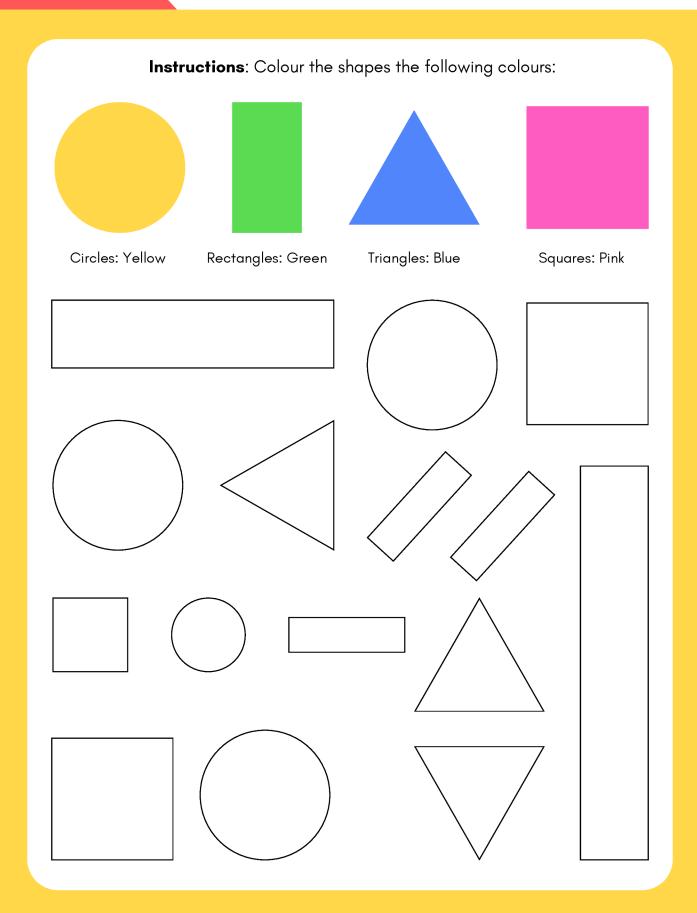
Squares:



Rectangles:

0,0

#### **2D SHAPE RECOGNITION**



#### **2D SHAPE RECOGNITION**

**Instructions**: How many of the following shapes do you see in the picture below? Triangles: Squares: Rectangles Circles:

**O**<sub>v</sub>**O** 

#### **2D SHAPE RECOGNITION**



#### **2D SHAPE ACTIVITIES**

Below are some additional activities you can do with your students to introduce them to 2D shapes:

- Go on a hunt around your school to identify 2D shapes in the environment
- Model 2D shapes using materials such as clay, toothpicks, pencils etc
- Create shapes using students' bodies
- Use an electronic device to take photos of 2D shapes in the classroom
- Use a geoboard and rubber bands to create shapes
- Divide the class into groups to research all the attributes of a shape, and report back to the class
- Roll dice and have students draw a shape with the number of sides the dice lands on
- Class collects a variety of 2D shapes from within their classroom, and sort according to their attributes