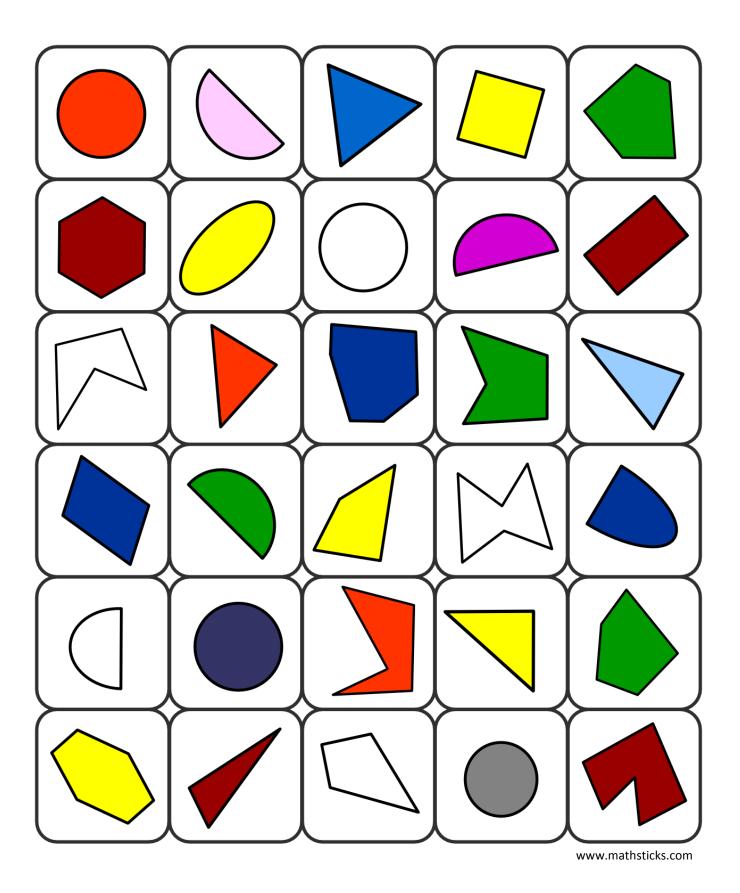
Shape Cover Up



Shape Cover up Game

A gamer for two players designed to focus on reinforcing the names and simple properties of 2D shape while offering children an opportunity to practice counting.

You need

- The Shape Cover Up board;
- A set of coloured counters for each player;
- A dice.

The players take turns throwing the dice. At each throw they put a counter on a shape whose number of sides matches the number on the dice.

When they place their counter they must state clearly what they are doing. For Example:

- "My dice shows a two that matches the number of sides on this semicircle."
- "The dice shows four, so I am covering the rectangle because it has four sides."

Encouraging the children to practice using mathematical vocabulary is vital.

The first player to get three of their own counters in a row (vertical, horizontal or diagonal) is the winner.

Adaptations

- For some children it may be useful to:
 - o use 'spotty' dice
 - o use number cards instead of dice
 - focus on the colours of the shapes using a coloured dice or drawing cards with colour words
- The game could be adapted further by using shape name cards (Oval, Circle, Triangle, Rectangle... etc.