## Shape Cover Up


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## 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:
- use 'spotty' dice
- 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.

