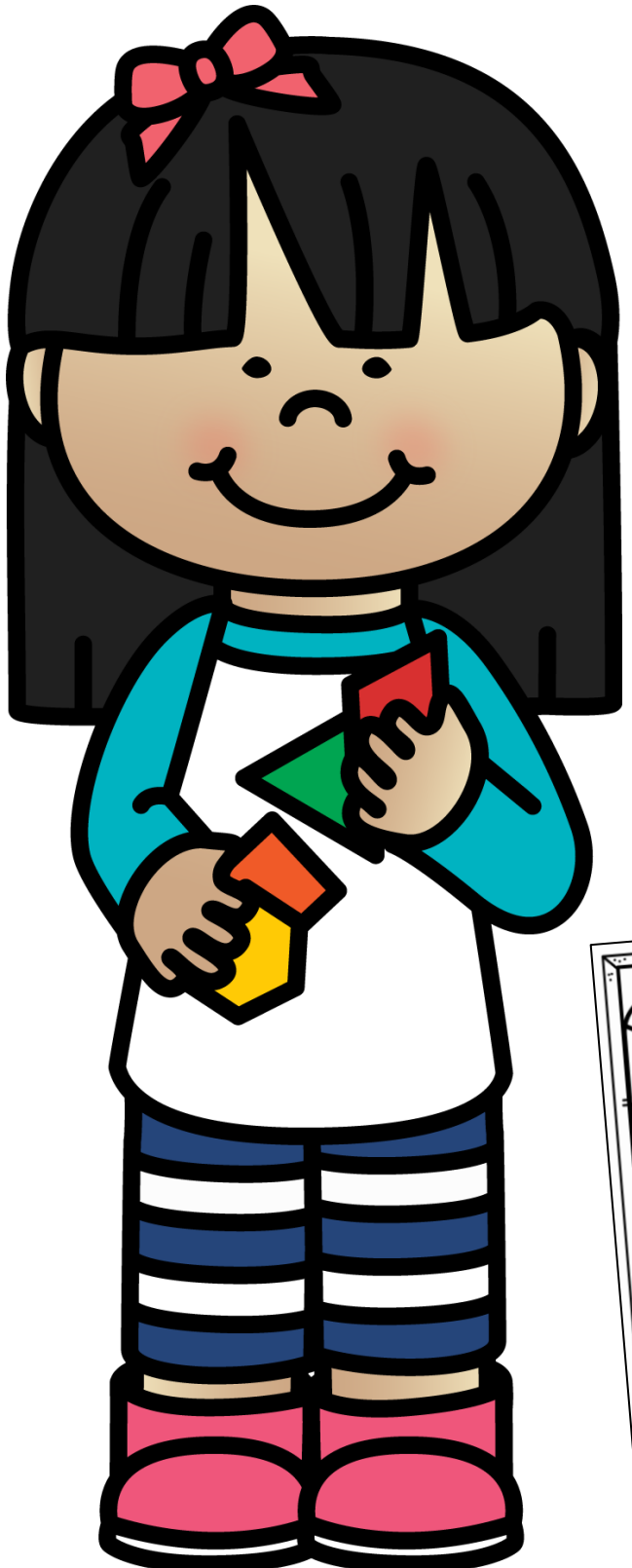
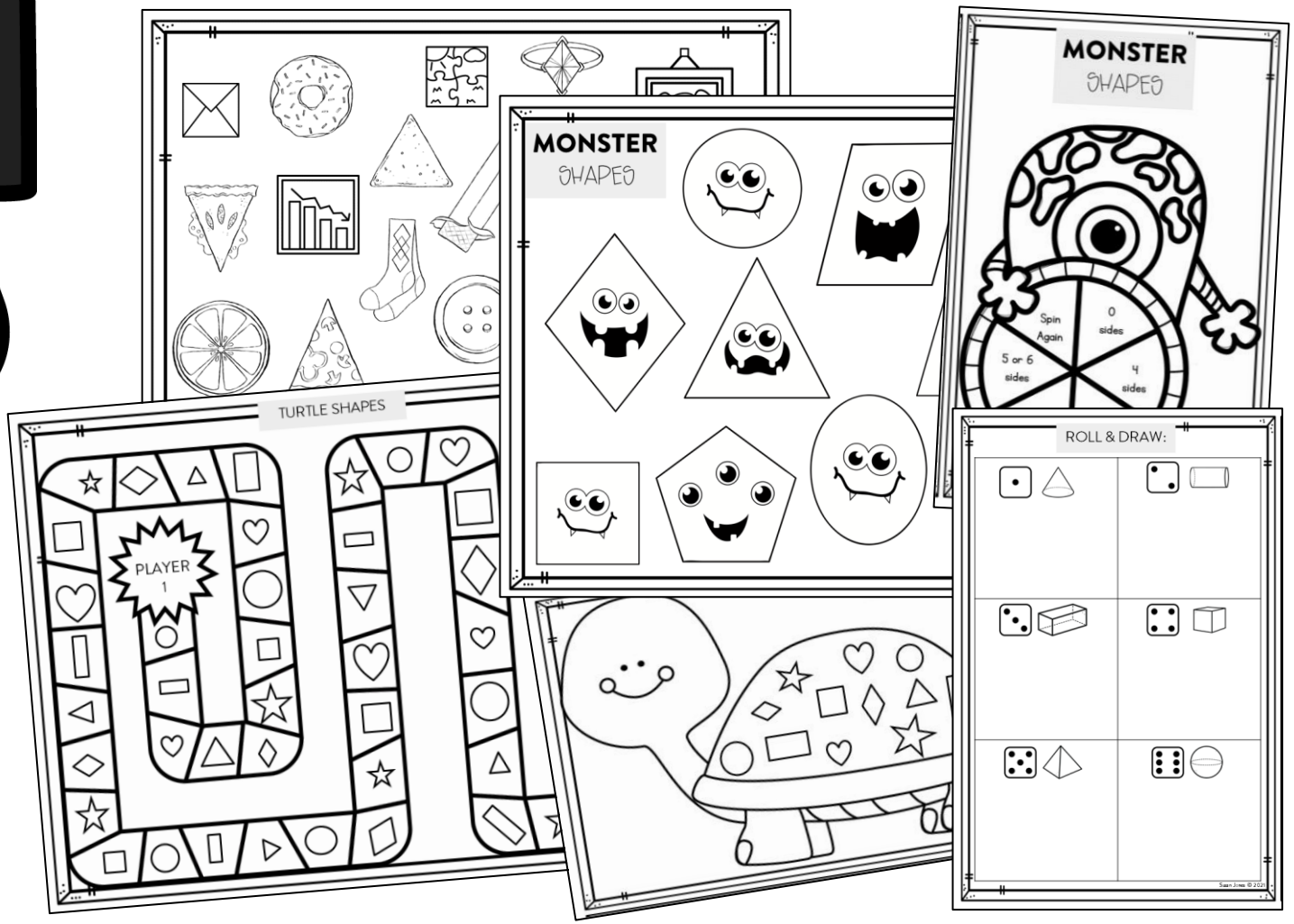


# KINDERGARTEN GEOMETRY

## print - play - learn




Created By: Susan Jones (www.susanjonesteaching.com)

# WHERE IS THE BALLOON?

<u>For this game you will need</u>:

Paper clip

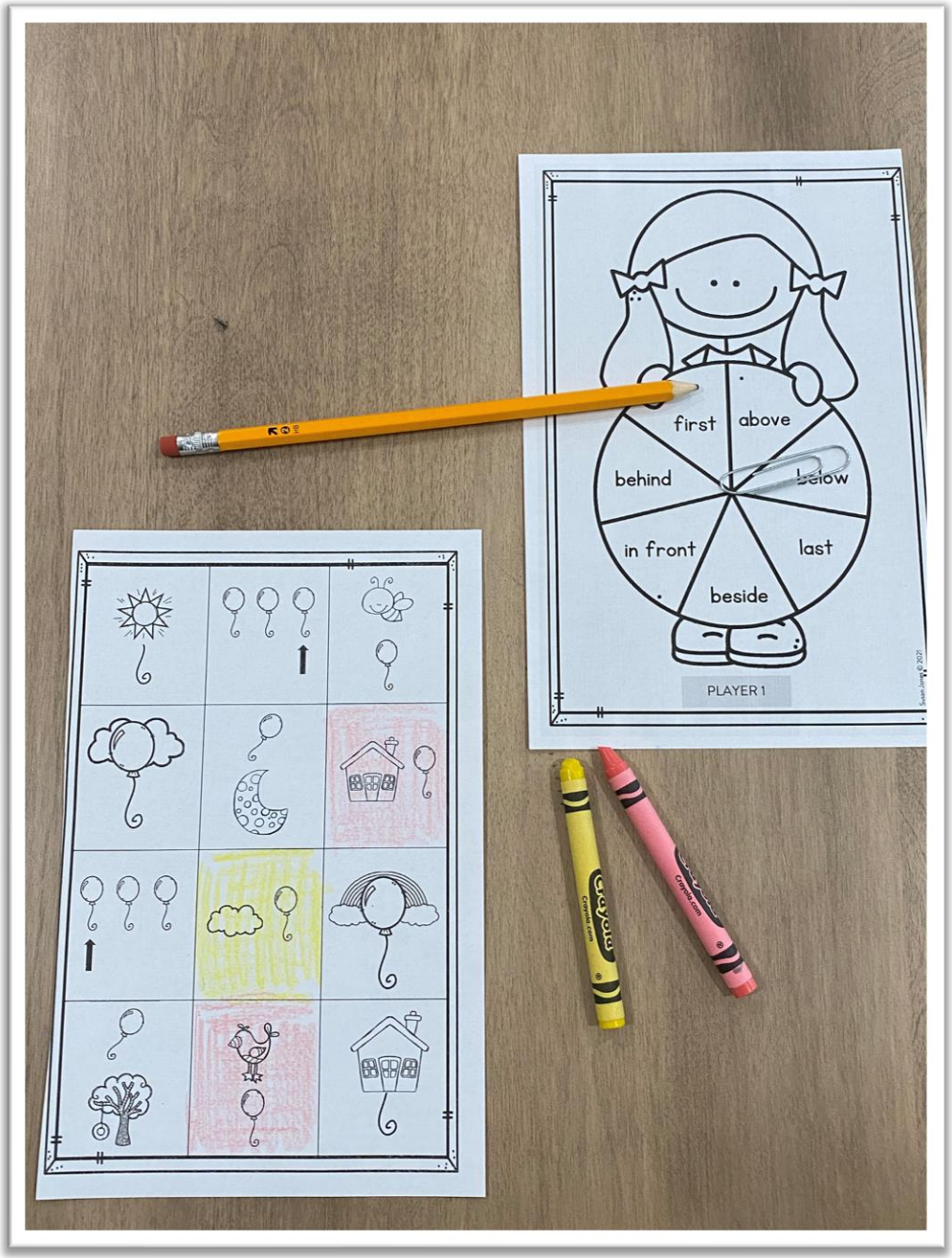
Pencil

Crayons

<u>Directions:</u>

Players take turns spinning the spinner with a pencil and paperclip. Based on the word they landed on, they will find a picture in their grid that matches where the balloon is. When they find a match, they can color in that box in their grid. Players take turns going back and forth, spinning and coloring until a player colors in their whole board. If a player lands on position word, but all pictures are colored in, their turn is skipped. If time runs out, the player with the most spaces colored in wins!

***K.G.A.1*** *Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to.*



# PIZZA SHAPES!

For this game you will need:

Spinner

Paper Clip

Pencil

Green and red crayons

Directions:

Players take turns spinning the spinner. They will land on either "flat" or "solid". If they land on "flat," they will color a 2D shape on their pizza slice green. If they land on "solid" they will color a 3D shape on their pizza slide red. If a player lands on "flat" and there are no flat shapes left to be colored, their turn is over. The same goes if there are no "solid" shapes left to color. The player to color all shapes on their pizza slice first wins!

***K.G.A.3:*** *Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional ("solid").*

# ROLL & COLOR: REAL WORLD OBJECTS

For this game you will need:

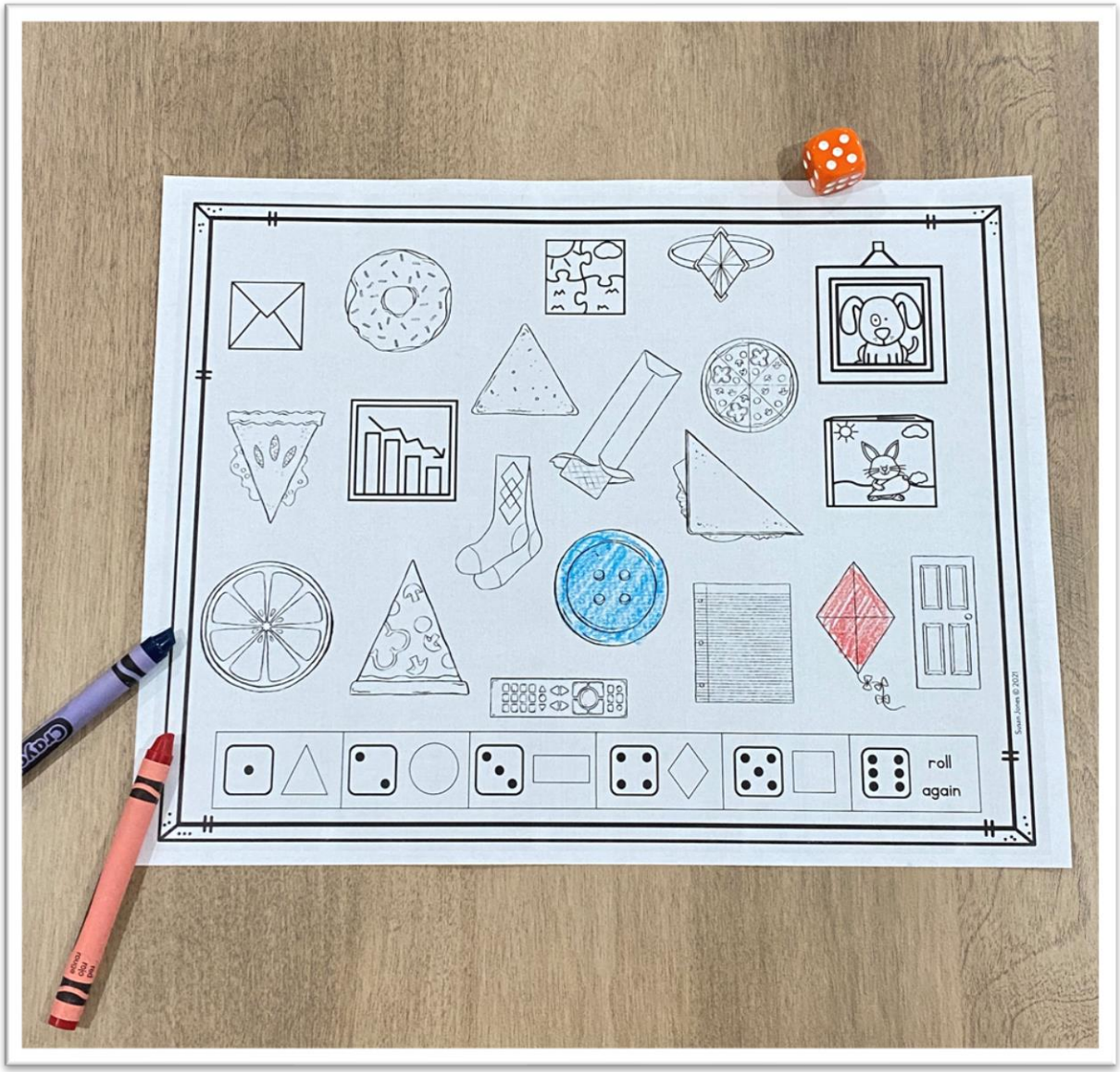
Dice

2 different Color Crayons

Directions:

Players take turns rolling the dice. They will look at the 2D shape they landed on and find a "real world" shape that matches above. When they find one, they will color it in with their color crayon. If a player rolls a shape, and there are no more left to color, their turn is skipped. At the end of the game, whoever has the most shapes colored wins.

***K.G.A.2:*** *correctly name shapes regardless of their orientations or overall size.*



# ROLL & COLOR: TURTLE SHAPES

For this game you will need:

1 Die

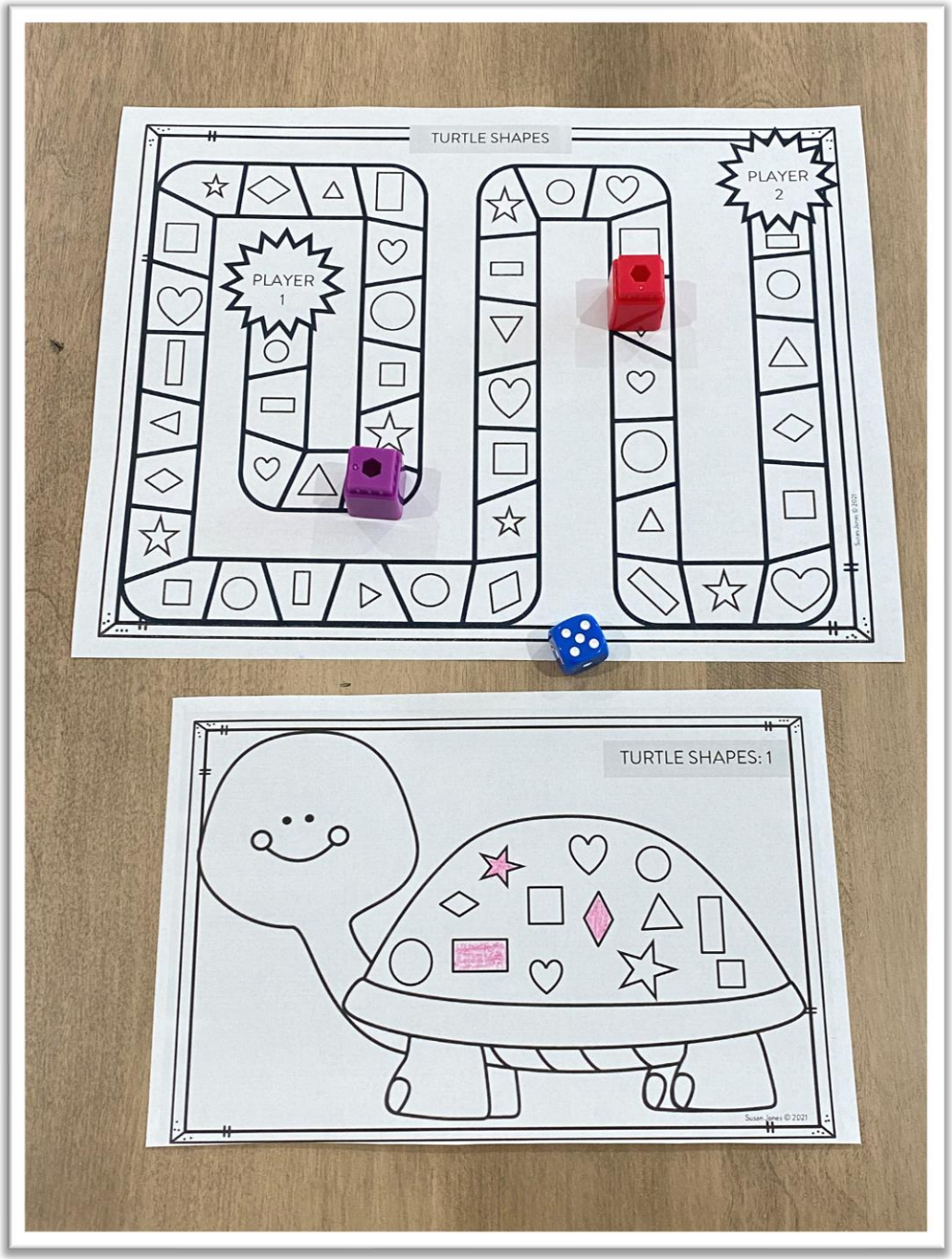
2 Game pieces

2 Different Color Crayons

Directions:

Players take rolling the dice. Next, will move their piece that number of spaces and say the name of the shape they landed on aloud. Then, they will color in a matching shape in their turtle. If a player lands on a shape, but there are none of that shape left on their turtle, their turn is skipped. Whichever player finishes coloring in all the shapes on their turtle's shell first, wins.

***K.G.A.2:*** *correctly name shapes regardless of their orientations or overall size.*



# MONSTER SHAPES: 2D

For this game you will need:

Spinner

Paper Clip

Pencil

Set of 10 cubes for each player (each player has their own color)

Directions:

Players will take turns spinning the spinner. They will land on a description of a shape and they must find one on their board that matches. If a player lands on "REMOVE" they will remove one of their opponent's cubes from the board. If they land on spin again, they will take another turn. Students play until all shapes are covered and whoever has covered the most at the end, wins!

**K.G.A.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 (e.g., having sides of equal length).*

# ROLL & DRAW: 3D

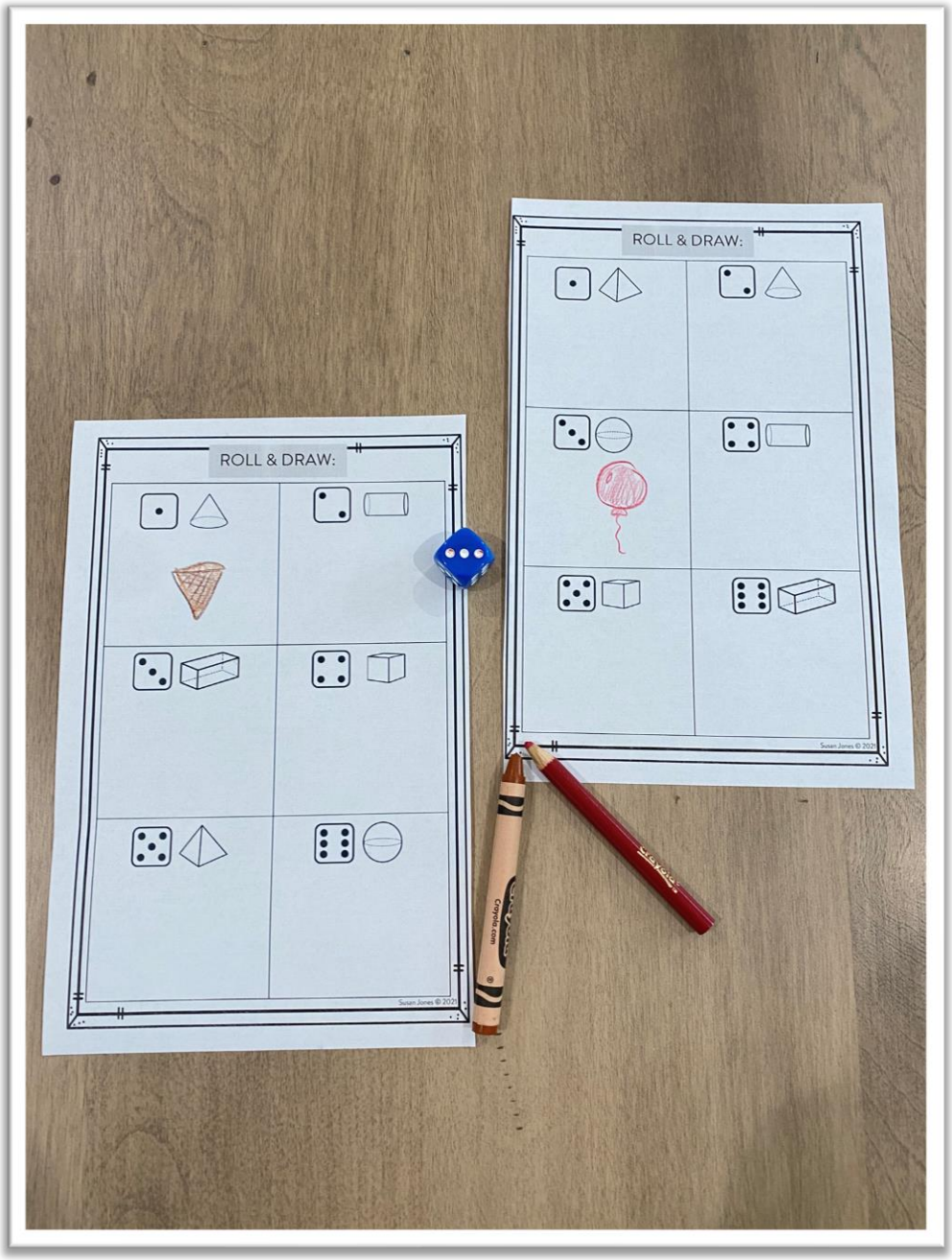
For this game you will need:

1 Die

2 Game boards

Crayons

Directions:

Players will take turn rolling the die and finding that spot on their game board. Next, they will say the name of the shape they landed on and draw a picture of a real-world object to match.. If players roll a number they have already completed on their board, their turn is skipped. Whichever player finishes drawing all of their pictures first wins!

***K.G.A.5:*** *Model shapes in the world by building shapes from components and drawing shapes.*