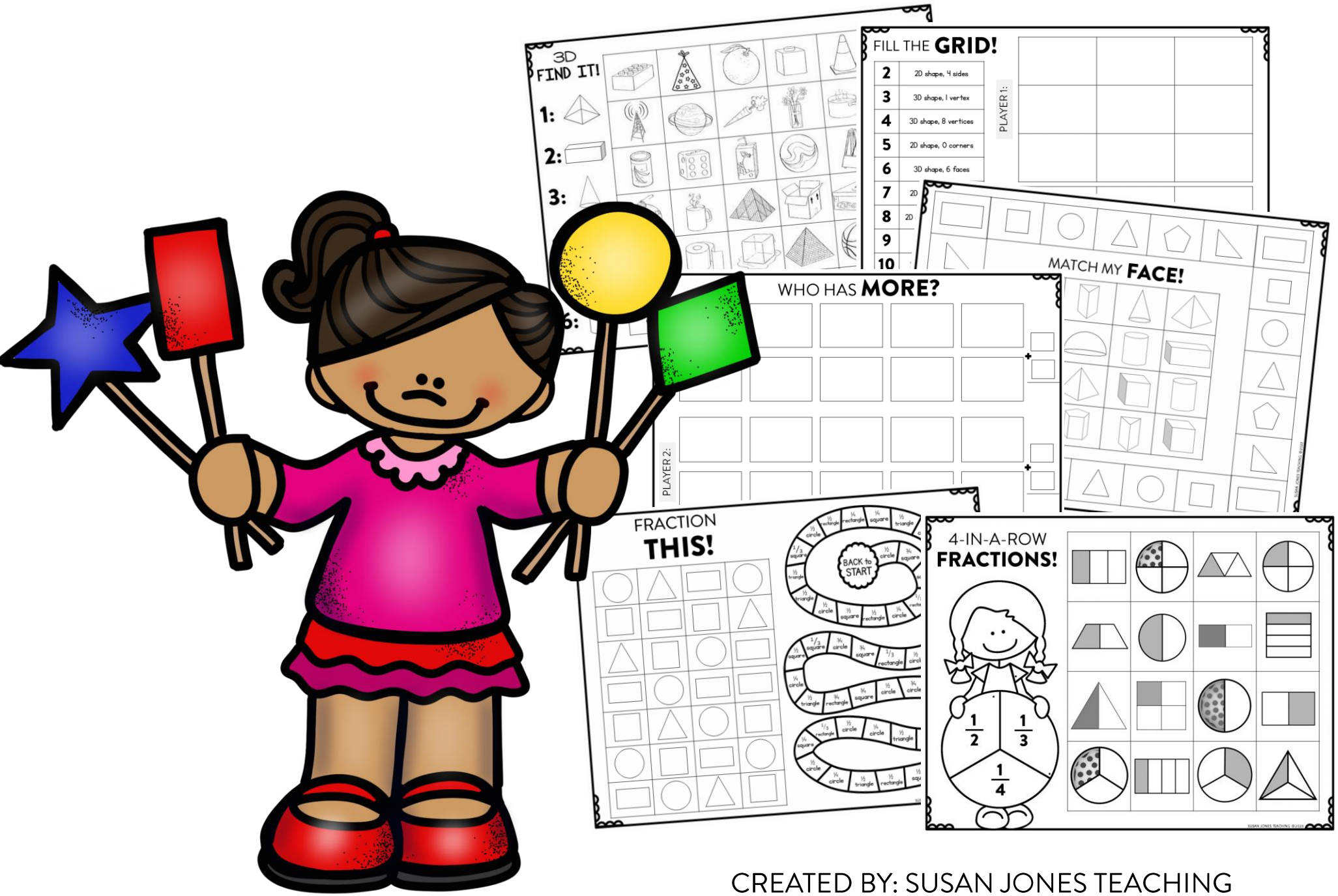
2ND GRADE GEOMETRY



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IN THIS UNIT:

6 different Common Core aligned print & play games to help students identify attributes of shapes and practice fractions (1/2, ¼, and 1/3). The only tools you will ever need for these games are things you find in your classroom already: dice, a pencil, paperclips, crayons & some sort of cube or counter.

The games included in this unit are:

- 2D/3D Find it (review games to identify shapes in the real world)
- Fill the Grid (recognize and draw 2D and 3D shapes based on their attributes)
- Match my Face (identifying faces on 3D objects)
- Who has more? (portioning rectangles into columns and rows to find the number of squares)
- Fraction This (partitioning shapes into halves, thirds, and fourths)
- 4-in-a-row Fractions (identifying shaded fractions of a shape - halves, thirds, quarters)

All games are in black and white so you can just print & play!

No prep needed!

2D/3D FIND IT!

For this game you will need:

Game board

1 die

2 crayons (one for each player) or cubes

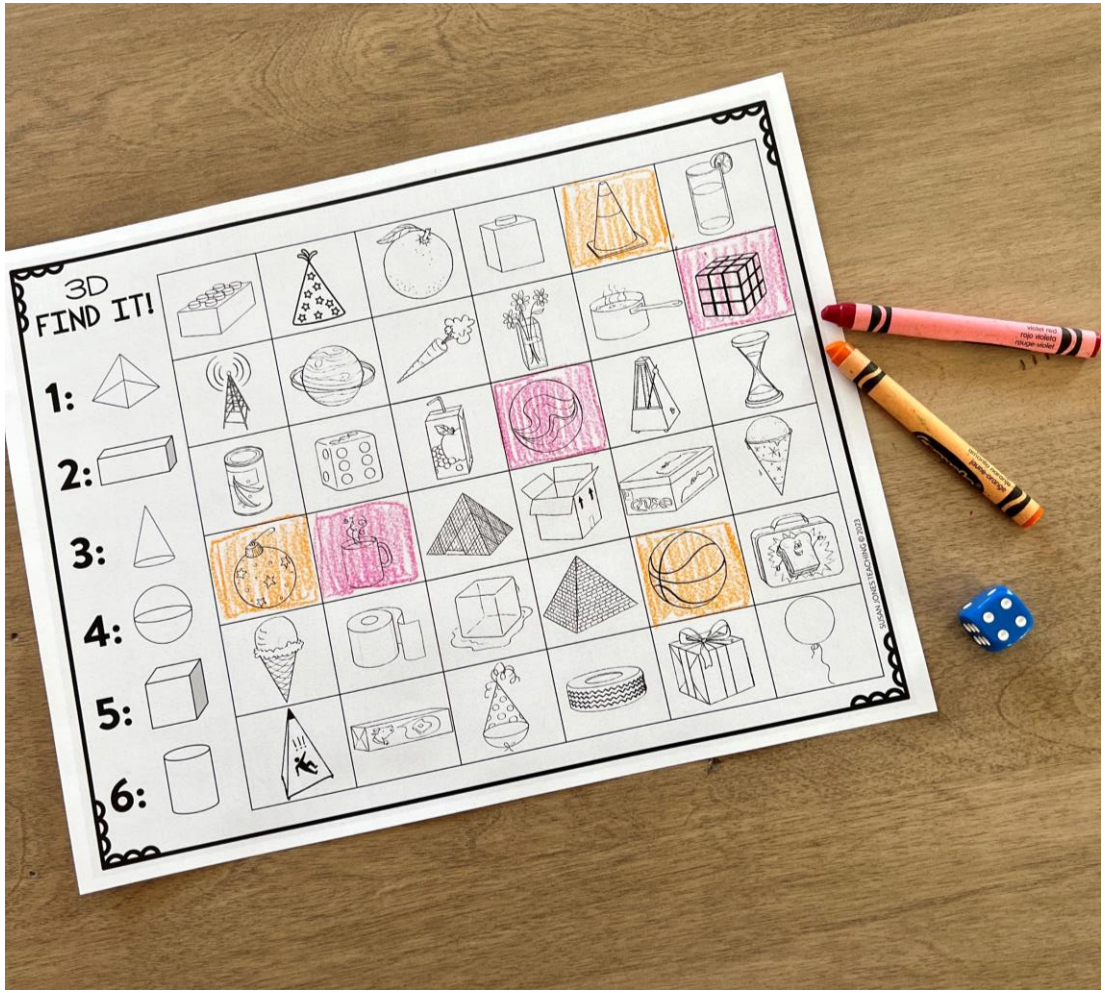
Directions:

This is a great review game for 2nd grade students to identify shapes before they move onto more difficult concepts.

Students will roll a die and find the 2D or 3D real life shape in the grid that matches the shape they rolled. Students will cover that space with a cube or color it in with a crayon.

Students continue playing until all spaces are covered. Whoever covered the most, wins!

If you roll a shape and there aren't any more in the grid, your turn is skipped.



FILL THE GRID:

For this game you will need:

Game board

2 dice

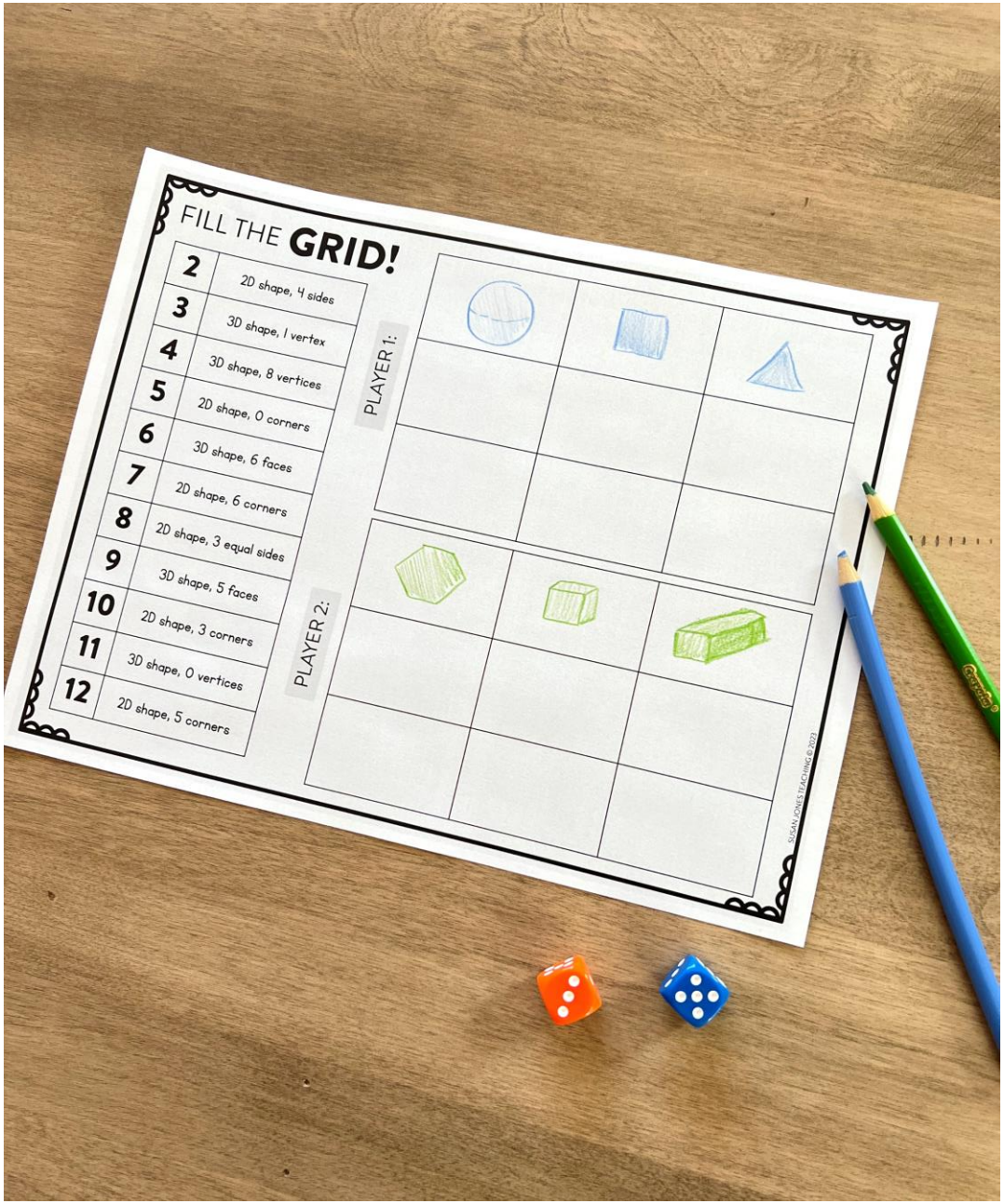
pencils

Directions:

Here students will use their knowledge of 2D and 3D shape attributes to draw shapes in their grid.

Students will roll 2 dice and find the sum on the left-hand side. They will read the shape attributes and draw a shape that matches it in their grid. Students will continue rolling and drawing until their grid is complete!

Students CANNOT draw the same shape twice. For example, if they roll a 7 (2D shape, 4 sides) they could draw a square. If they roll it again, they can draw a rectangle. If students roll and cannot think of a shape to draw, their turn is skipped. Whoever fills their grid first, wins!



MATCH MY FACE:

For this game you will need:

Game board

1 die

2 small game pieces (cubes, bears, etc)

2 different color crayons

Directions:

Students will take their game pieces and start them anywhere on the outer rectangle. Students will take turns rolling the die and moving that many spaces around the board. When they land on a 2D shape, they will need to look in the middle grid for a 3D shape with that face on it.

When they find a matching one, they will color it in with their color crayon. For example, a pyramid has both triangle faces as well as a square face on the bottom, so that could be colored in if students land on a triangle or a square. Students continue rolling, moving, and coloring until all the 3D shapes are colored in the middle. If they land on a space and there are no more matching faces to color, their turn is skipped!

Whoever colors in the most squares in the grid, wins!

WHO HAS MORE?

For this game you will need:

Game board

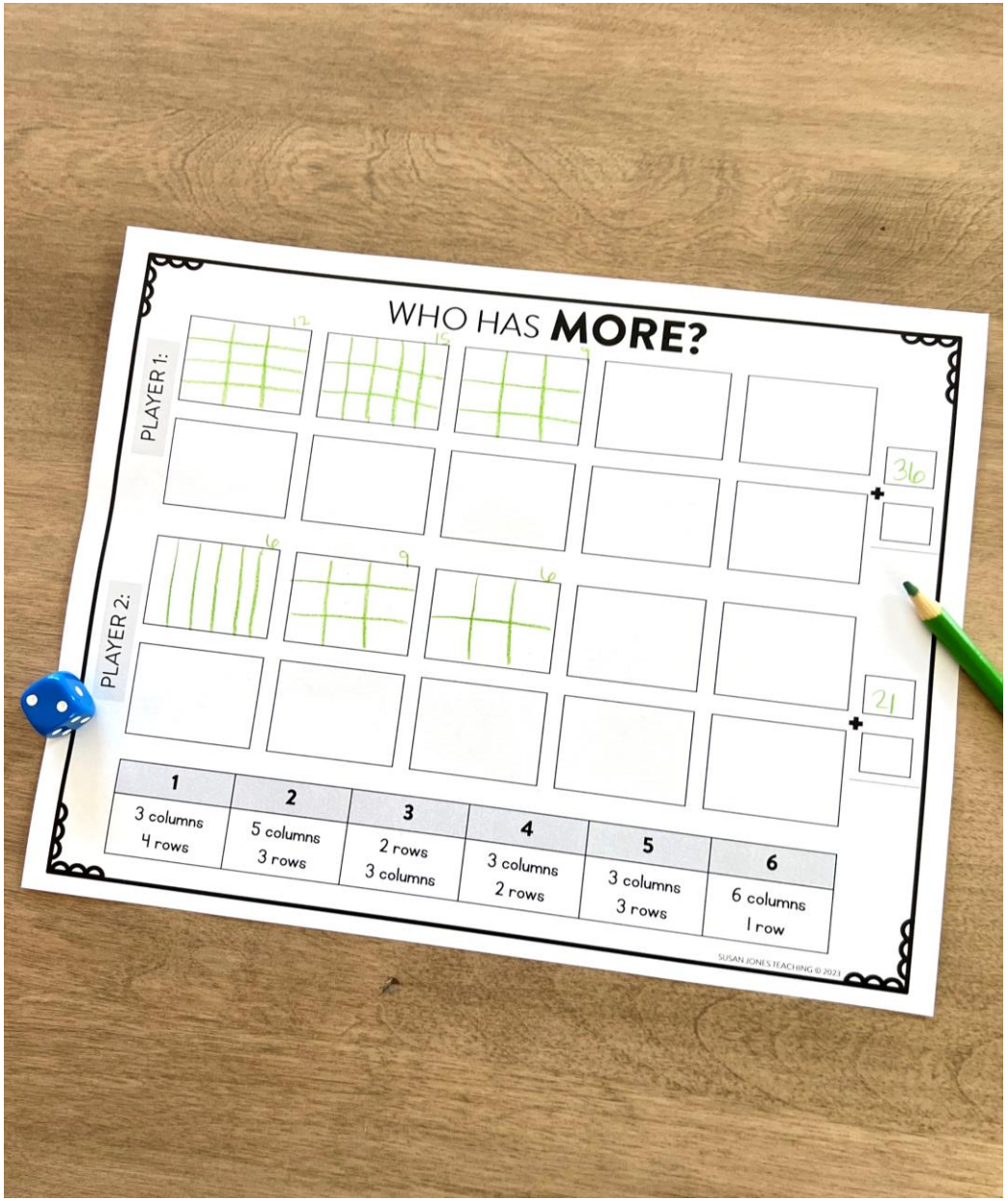
1 die

pencils

Directions:

Students will roll a die and see how many rows and columns they need to partition their rectangle into to make equal pieces. They will start at the top left and continue to the right before moving to their second row of partitioning.

Students keep rolling and partitioning their rectangles according to the directions. After each player completes their top row, they will count up how many little squares they created and write it in the box to the right. They will repeat this when they complete their second row of rectangles. At the end of the game (after each player has partitioned 10 rectangles), they will add the numbers together to see who has more small squares. That person wins!



FRACTION THIS:

For this game you will need:

Game board

1 die

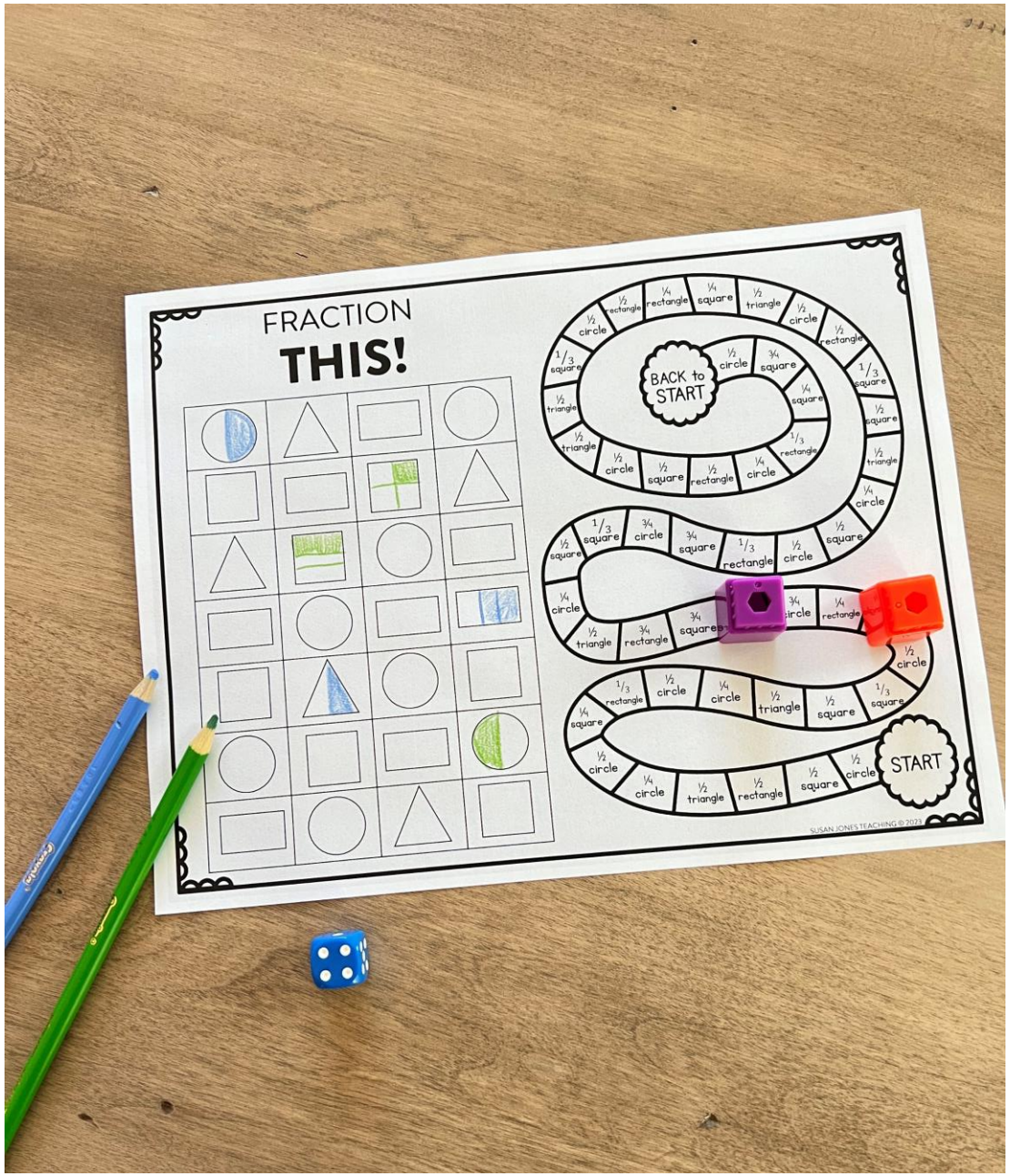
2 game pieces (one for each player)

Colored pencils

Directions:

Students will roll a die and move that many spaces on the game board. They will read the space they landed on and find that shape in the grid. With their colored pencil they will first divide the shape and then shade in the correct fraction.

Students will work together in this game to shade in ALL the shapes with the correct fraction. If a student lands on a shape and there are no more left, their turn is skipped.



4-IN-A-ROW FIND IT!

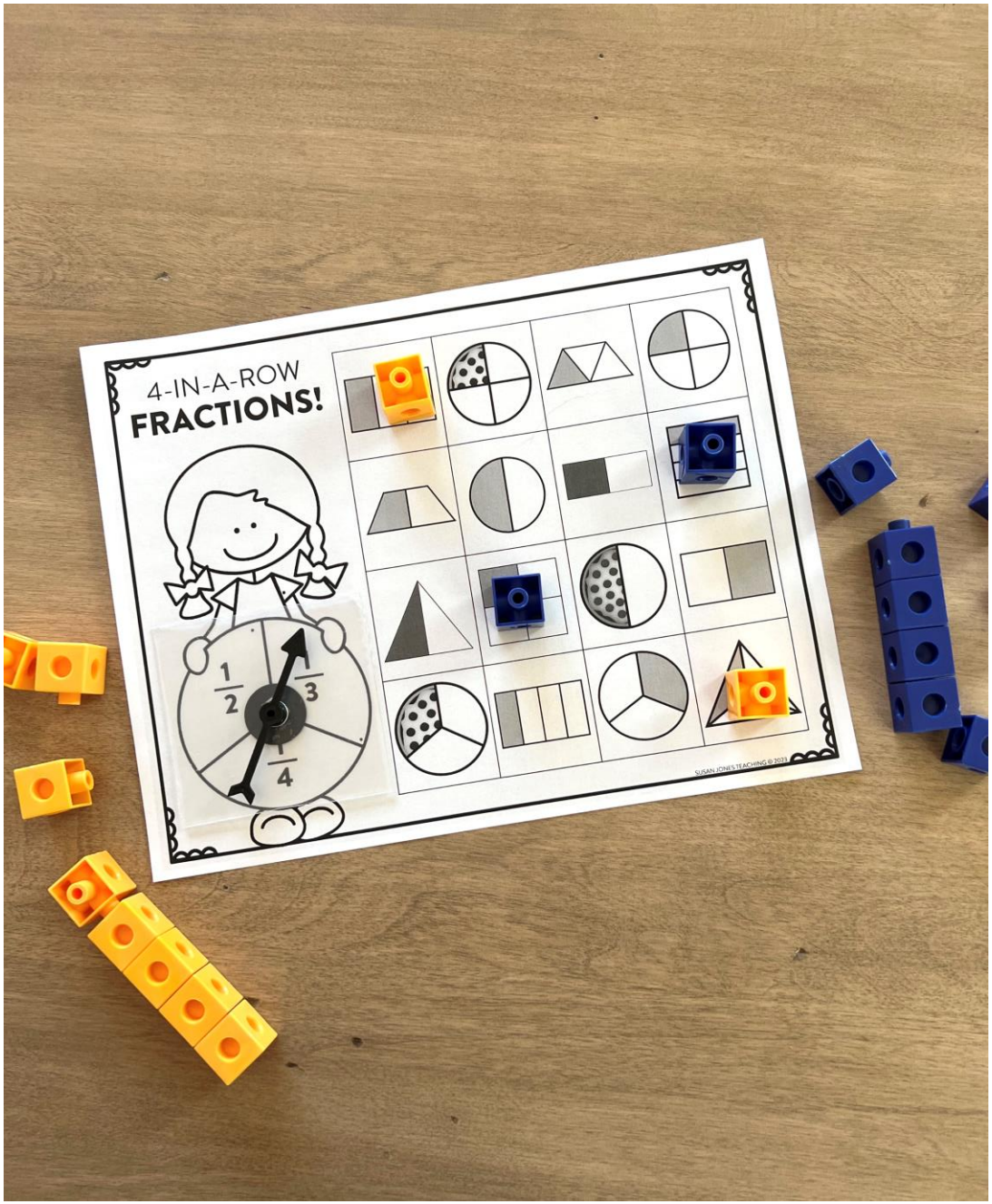
For this game you will need:

Gameboard

Spinner (or paperclip and pencil)

2 different color cubes to cover spaces (or crayons if coloring)

Directions:

Students will spin the spinner to identify a fraction on the spinner. They will find a shape that represents that fraction in the grid on the right and cover it with their color cube (or color it in with their color crayon).

Students will continue spinning and covering until one player gets 4 in a row first. That player wins! If students cover all the spaces and no one has a four in a row, it is a tie game!