

# **K.G Shape Hunt Part 2**

Alignments to Content Standards: K.G.A

## **Task**

This game is a scavenger hunt. It can be played indoors or outdoors and can be played after students play Shape Hunt Part 1.

Students go out to the play area with a blank paper with 6 empty slots (same as the paper used for Shape Hunt Part 1). When the student finds a shape they can copy it onto their paper and attempt to label it (this maybe as simple as “r” for rectangle, or “s” for square depending on how advanced students writing skills are). Students can color it in to match the real world item of that shape.

## **IM Commentary**

The main difference between this task and part 1 is that students are now given the task of finding and identifying real-world shapes in their environment.

Teachers can give students a list of shapes they want them to be able to find (such as find at least one circle, one triangle, one square and one rectangle) or could ask students to find four circles or six rectangles. Obviously teachers will need to ensure that there are in fact four circles or six rectangles (or whatever combination they are asking for) visible in the space.

Teachers may wish to have students work in pairs to find the shapes, but each child should have their own recording sheet.

[Edit this solution](#)

## Solution

There are many possible solutions to this task. Teachers should accept all shapes which are drawn to the best ability of the student. Most five year olds will struggle to draw a perfect circle, and will have slightly crocked lines for a square, rectangle, rhombus, hexagon, triangle, etc. The objective of this game is for students to FIND and identify shapes, not perfectly draw them.



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