



2-D SHAPES
THREE SETS

Note to Teacher

This game is designed to be played just like the card game Spoons. Only instead of finding matches that are the same number, the matches are educational concepts. This game deals with 2-D shapes.

Set 1 - quadrilaterals: squares, rectangles, parallelograms, and trapezoids

Set 2 - quadrilaterals, triangles, pentagons, and hexagons

Set 3 - parallel and perpendicular lines in 2-D shapes

The students will have to match the name of the shape, its definition, and two pictorial representations of the shape.

If you are not familiar with the game, click [here](#) to read about playing this game.

The main difference between this game of spoons and the “fun” game of spoons is that the last person to grab the spoon is not eliminated. They have to tell the person with the match to “Prove it.” Read the directions on the following page for more information on this change to the game. I made this change to make it more educational.

This resource also includes an answer key for the students to check their answers.

DIRECTIONS

Materials: Copy of game pieces and 3 spoons

Players: 4

Objective: Have 4 cards that match. You will need to find the name of the shape, its definition, and two pictures of the shape.

Directions:

- Players sit in a circle with the 3 spoons in the middle.
- Shuffle the cards and distribute 4 cards to each player.
- Each player takes turns passing one card that they do not want to the player to their left.
- When a player has 4 cards that are the same, he/she, as quietly as possible, takes a spoon from the center.
- The other players then take a spoon until there is one player without a spoon.
- The player without a spoon must say, “Prove it!” to the player that has the match.
- The player with the match has to prove that his/her cards are matches.
- If the original player is able to prove it, the player without the spoon has to add an S to his/her scoreboard. If the original player **cannot** prove that his/her cards match, that player gets an S.
- Take up all cards, shuffle, and play again.
- If a player spells the word SPOONS, they lose.



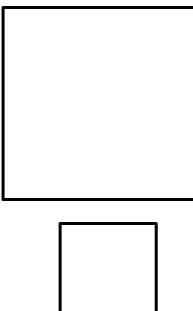
2-D SHAPES: SET 1

Objective: Have 4 cards that match. You will need to find the name of the shape, its definition, and two pictures of the shape.

2-D SHAPES SET 1: ANSWER KEY

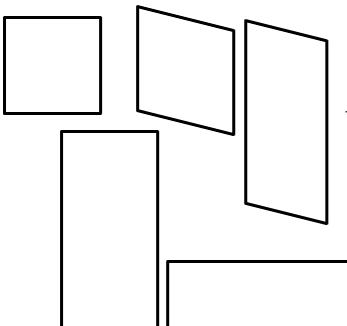
square

A quadrilateral with four equal sides, four right angles, and two pairs of parallel sides



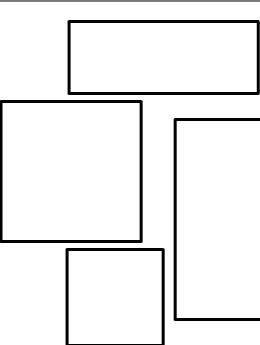
parallelogram

A quadrilateral with two pairs of parallel sides



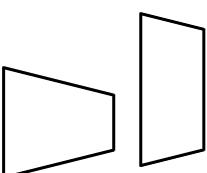
rectangle

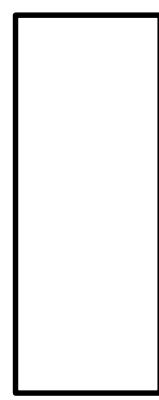
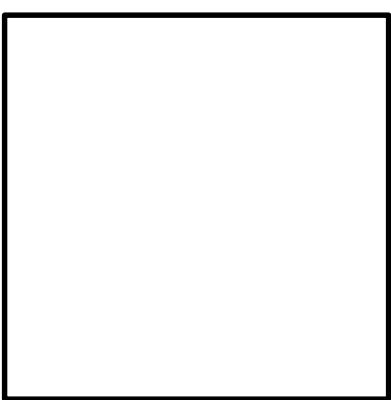
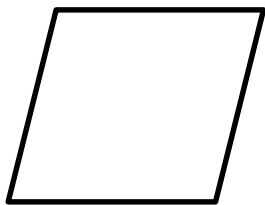
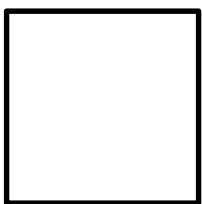
A quadrilateral with opposite equal sides, four right angles, and two pairs of parallel sides

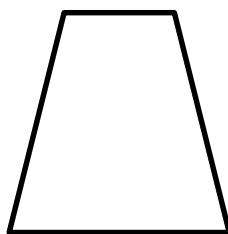


trapezoid

A quadrilateral with only one pair of parallel sides







square

rectangle

trapezoid

parallelogram

A quadrilateral with four equal sides, four right angles, and two pairs of parallel sides

A quadrilateral with two pairs of parallel sides

A quadrilateral with opposite equal sides, four right angles, and two pairs of parallel sides

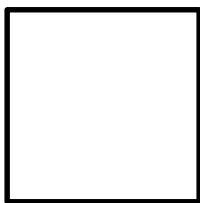
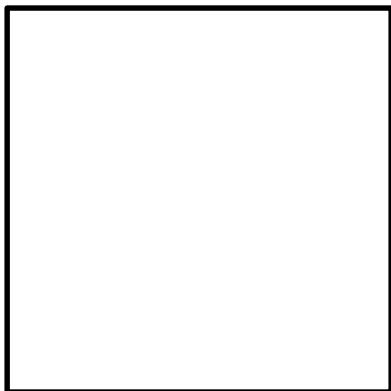
A quadrilateral with only one pair of parallel sides

2-D SHAPES: SET I

2-D SHAPES SET 1: ANSWER KEY

square

A quadrilateral with four equal sides, four right angles, and two pairs of parallel sides

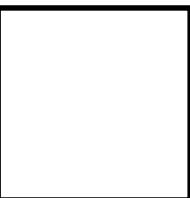
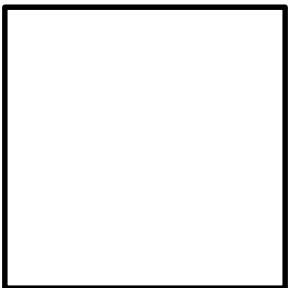
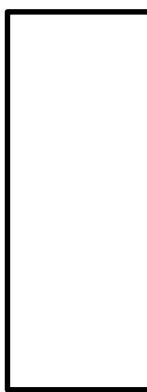


rectangle

A quadrilateral with opposite equal sides, four right angles, and two pairs of parallel sides

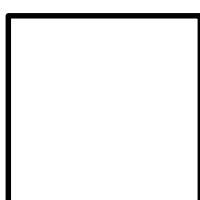
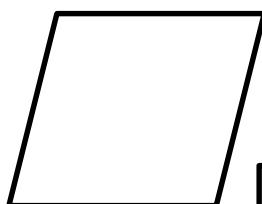
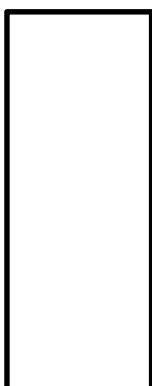
rectangle

A quadrilateral with opposite equal sides, four right angles, and two pairs of parallel sides



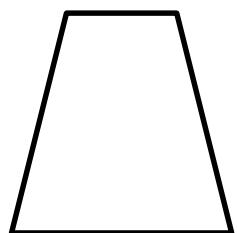
parallelogram

A quadrilateral with two pairs of parallel sides



trapezoid

A quadrilateral with only one pair of parallel sides

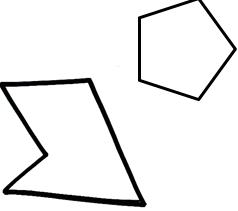
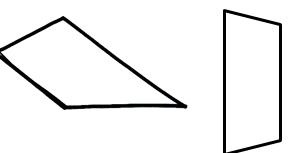
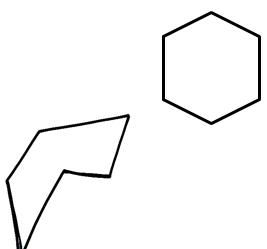
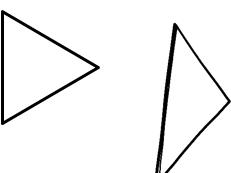




2-D SHAPES: SET 2

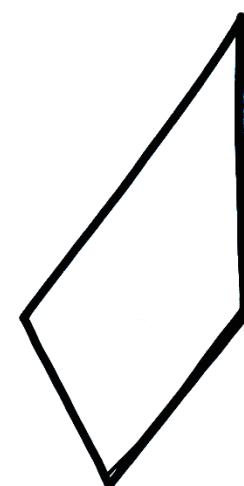
Objective: Have 4 cards that match. You will need to find the name of the shape, its definition, and two pictures of the shape.

2-D SHAPES SET 2 - ANSWER KEY

	<p>Quadrilateral A four-sided polygon</p> 
	<p>Triangle A three-sided polygon</p> <p>Hexagon A six-sided polygon</p> 

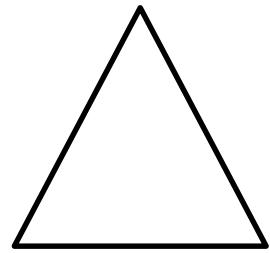
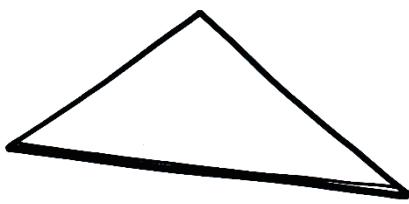
Quadrilateral

A four-
sided
polygon



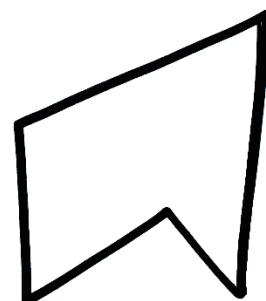
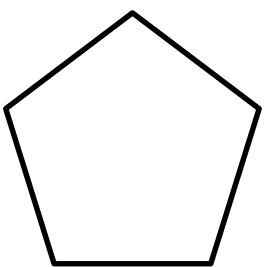
Triangle

A three-
sided
polygon



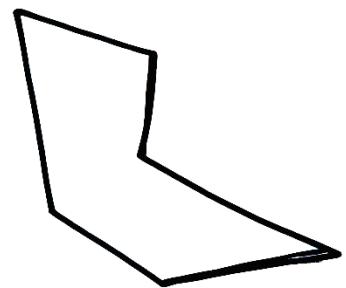
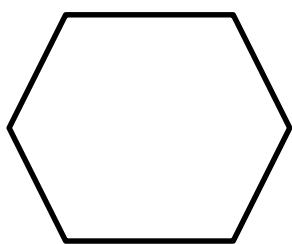
Pentagon

A five-sided polygon



Hexagon

A six-sided
polygon

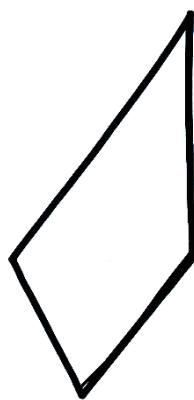


2-D SHAPES: SET 2

2-D SHAPES SET 2 - ANSWER KEY

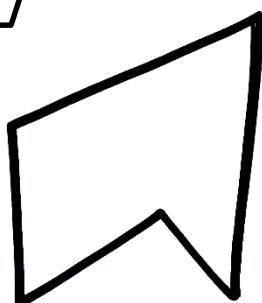
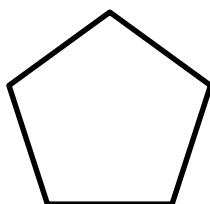
Quadrilateral

A four-sided polygon



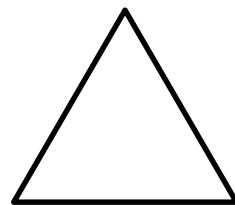
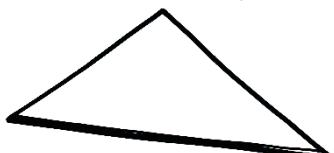
Pentagon

A five-sided polygon



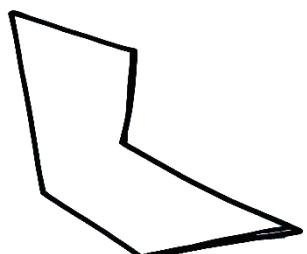
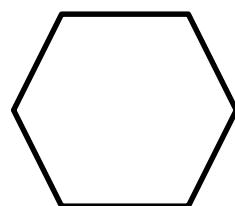
Triangle

A three-sided polygon



Hexagon

A six-sided polygon

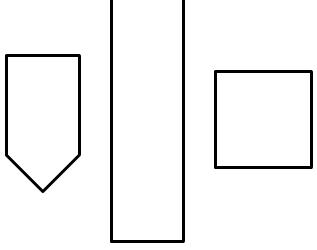
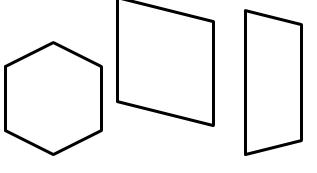
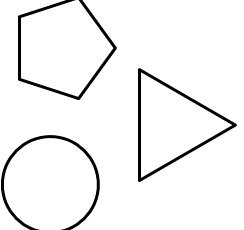
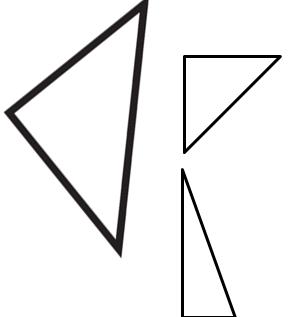




2-D SHAPES: SET 3

Objective: Have 4 cards that match. You will need to find the characteristic and the three shapes that meet or have that characteristic.

2-D SHAPES SET 3 - ANSWER KEY

	Contains Both Parallel and Perpendicular Lines		Contains Parallel Lines Only
	Contains Neither Parallel Or Perpendicular Lines		Contains Perpendicular Lines Only

DIRECTIONS

Materials: Copy of game pieces and 3 spoons

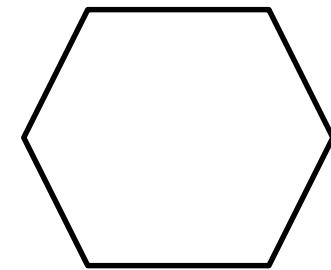
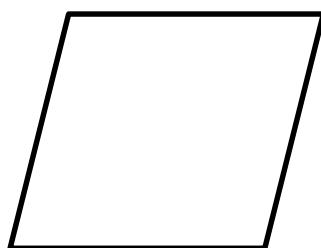
Players: 4

Objective: Have 4 cards that match. You will need to find the characteristic and the three shapes that meet or have that characteristic.

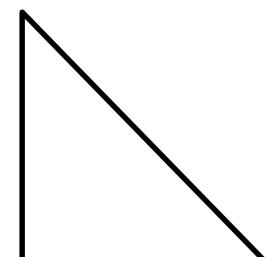
Directions:

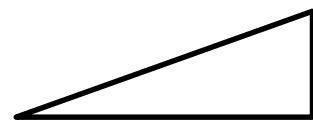
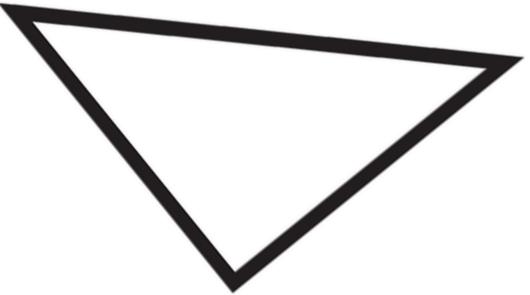
- Players sit in a circle with the 3 spoons in the middle.
- Shuffle the cards and distribute 4 cards to each player.
- Each player takes turns passing one card that they do not want to the player to their left.
- When a player has 4 cards that are the same, he/she, as quietly as possible, takes a spoon from the center.
- The other players then take a spoon until there is one player without a spoon.
- The player without a spoon must say, “Prove it!” to the player that has the match.
- The player with the match has to prove that his/her cards are matches.
- If the original player is able to prove it, the player without the spoon has to add an S to his/her scoreboard. If the original player **cannot** prove that his/her cards match, that player gets an S.
- Take up all cards, shuffle, and play again.
- If a player spells the word SPOONS, they lose.

Contains
Parallel Lines
Only

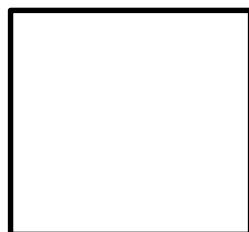


Contains
Perpendicular
Lines Only

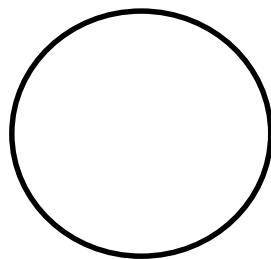
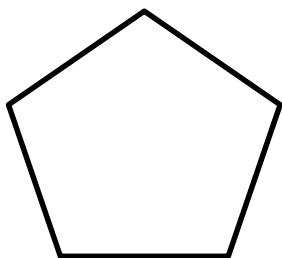
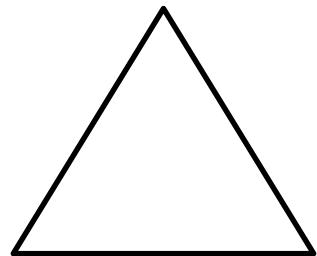




Contains Both
Parallel and
Perpendicular
Lines



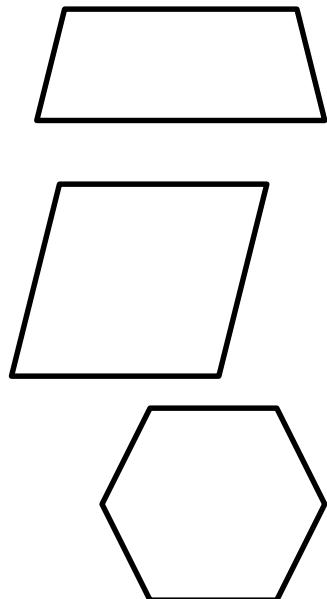
Contains
Neither
Parallel Or
Perpendicular
Lines



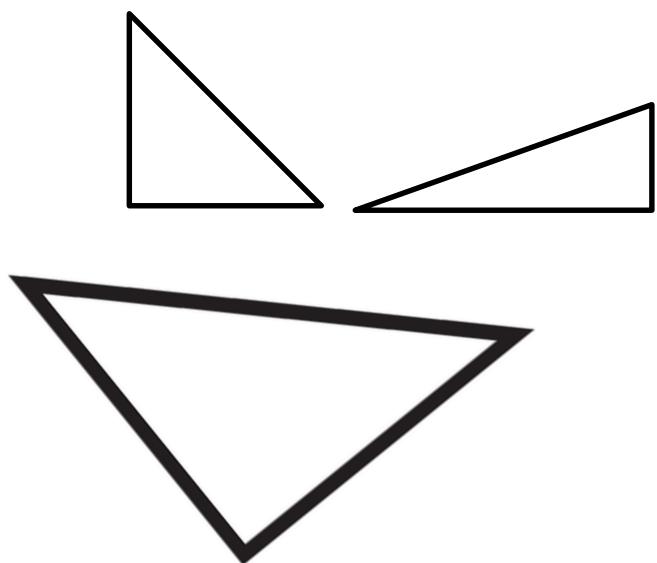
2-D SHAPES : SET 3

2-D SHAPES SET 3 - ANSWER KEY

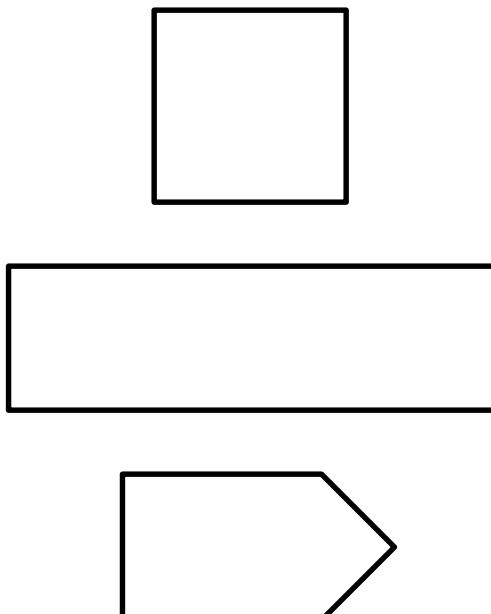
Contains Parallel Lines Only



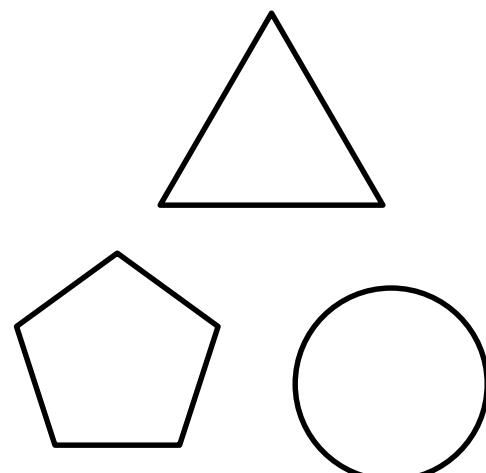
Contains Perpendicular Lines Only



Contains Both Parallel and Perpendicular Lines



Contains Neither Parallel Or Perpendicular Lines



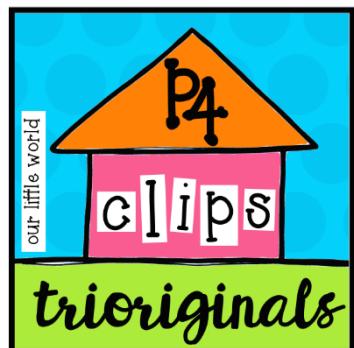
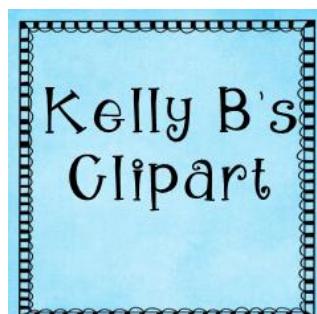
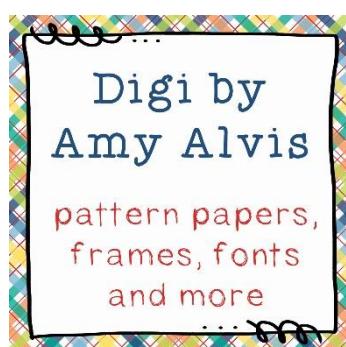
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