

Shape Spotters

Students connect named real-world objects to flat and solid shape models.

MA.1.GR.1.4 "Given a real-world object, identify parts that are modeled by two- and three-dimensional figures. Figures are limited to semi-circles, triangles, rectangles, squares and hexagons, spheres, cubes, rectangular prisms, cones and cylinders."

NAME _____

DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 FLAT PARTS

a	TRIANGLE	SEMICIRCLE	RECTANGLE
b	SQUARE	HEXAGON	RECTANGLE
c	HEXAGON	TRIANGLE	SQUARE

2 SOLID MATCH

CAN	•	•	SPHERE
DIE	•	•	CYLINDER
BALL	•	•	CUBE

HOW TO RUN THIS PAGE

Read the object names and shape names aloud before students mark. Students listen for whether a named object has a flat part modeled by a flat shape or whether the whole object is modeled by a solid shape.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 • FLAT PARTS

SAY “I will read the object and the shape words in each row. Can you circle the shape word that models the flat part I name?”

ROW	SAY	STUDENTS CIRCLE
a	A slice of watermelon has a flat face shaped like one of these. I will read the words: triangle, semicircle, rectangle. Which word models its flat face?	SEMICIRCLE
b	A door has a flat front shaped like one of these. I will read the words: square, hexagon, rectangle. Which word models the front of a door?	RECTANGLE
c	One cell of a honeycomb has a flat face shaped like one of these. I will read the words: hexagon, triangle, square. Which word models the face?	HEXAGON

PART 2 • SOLID MATCH

SAY “The left words name things, and the right words name solid shapes. I will read each word. Can you draw a line from each thing to the solid shape that models it?”

- **CAN** matches **CYLINDER**
- **DIE** matches **CUBE**
- **BALL** matches **SPHERE**

WHAT TO ACCEPT

Flat Parts answers are semicircle, rectangle, and hexagon, in row order. Solid Match lines are can to cylinder, die to cube, and ball to sphere.