Shape Detectives

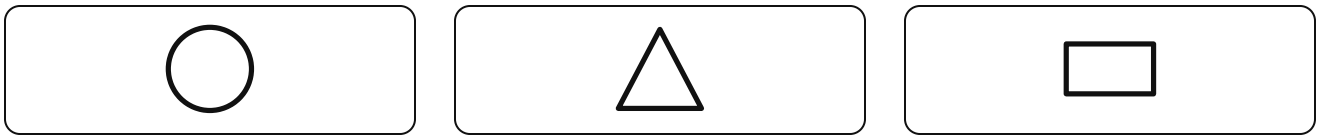
Identify shapes by their sides and corners, then match shapes to familiar objects.

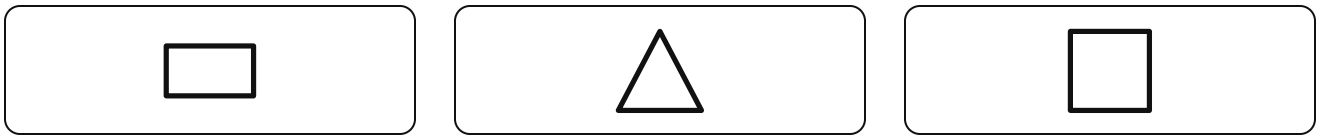
K.GM.1 "Recognize and sort basic two-dimensional shapes; use two-dimensional and three-dimensional shapes to represent real-world objects. Recognize squares, circles, triangles, and rectangles..."

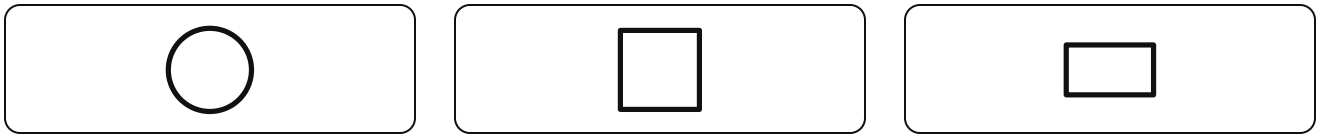
NAME _____ DATE _____

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

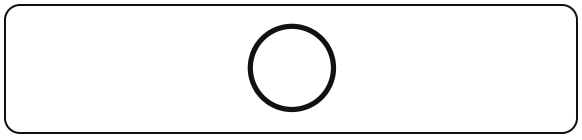
1 CIRCLE SHAPES

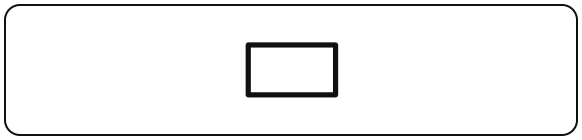
a 

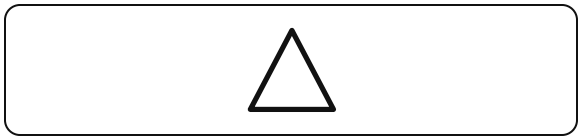
b 

c 

2 MATCH OBJECTS







- door
- sail
- coin

ANSWER KEY

Shape Detectives

HOW TO RUN THIS PAGE

Read each prompt aloud and give students time to look at the outlined shapes. Watch how they use sides and corners to choose shapes, then connect shapes to real-world objects.

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

PART 1 · CIRCLE SHAPES

SAY "Look at the shapes in each row. Listen to my question, then circle one shape."

ROW	SAY	STUDENTS CIRCLE
a	Which shape has three straight sides?	**triangle**
b	Which shape has four sides that are all the same length?	**square**
c	Which shape has no straight sides and no corners?	**circle**

PART 2 · MATCH OBJECTS

SAY "Look at the shapes on the left. The words on the right are door, sail, and coin. Which shape could show the flat front of each object? Draw a line from each shape to one word."

- **circle** matches **coin**
- **rectangle** matches **door**
- **triangle** matches **sail**

WHAT TO ACCEPT

Circle triangle, square, then circle. Match circle to coin, rectangle to door, and triangle to sail.