

GET IN SHAPE!



How to raise money

Pupils can be sponsored for how many shapes they can make in teams. For example:

50p per shape x 10 shapes = £5

Alternatively, parents and carers can make a donation.

You could do this activity in class with the pupils in teams, or why not do interclass competitions or even teachers vs. pupils!

Learning opportunities

- Recognising and understanding geometric shapes with increasing difficulty
- Working and communicating in a team

What you need

- Two teams of around 10-15 pupils
- A large area with some soft mats laid out, ideally a sports hall
- A set of instructions/scoring sheet for the host and judges
- Stop clock
- Chairs for the host and judges

How to play:

1. Pupils get into two teams, team A and team B.
2. Host explains what the game is about, that pupils have to work together to make the shape that has been read out, and will be given 60 seconds to do so – points will be given to the team with the most accurate shape, as decided by the judges.
3. Host reads out 12 shapes in turn; students are timed and points allocated. Shapes get harder as the game progresses.
4. 2 points for the best shape, 1 point for getting the shape.

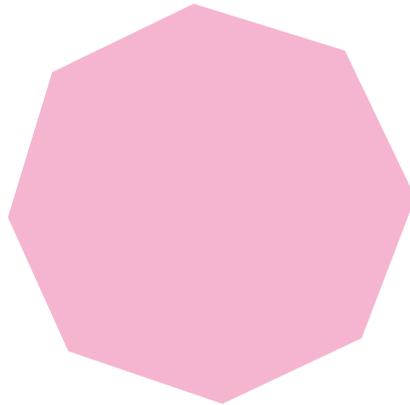
The following page gives suggested shapes, and a suggested recording sheet.

GET IN SHAPE!



Shapes

1. Rectangle
2. Square
3. Equilateral triangle
4. Isosceles triangle
5. Rhombus
6. Parallelogram
7. Kite
8. Circle
9. Regular hexagon
10. Regular pentagon
11. Semi-circle
12. Regular octagon
13. (challenge – optional) Square-based pyramid



Recording table

SHAPE	TEAM A	TEAM B
Rectangle		
Square		
Equilateral triangle		
Isosceles triangle		
Rhomus		
Parallelogram		
Kite		
Circle		
Regular hexagon		
Regular pentagon		
Semi-circle		
Regular octagon		
Square-based pyramid		
Total points		

