

CONGRUENT RELAY

Purpose: Students will look at pairs of shapes and classify them as being either congruent or non-congruent shapes.

Suggested Grade Level: 2 - 5

Math SOL: Geometry 2.16, 3.16, 4.11, 5.13

Equipment/Materials Needed:

1. Cardstock paper – 5 colors- 3 of each color.
2. Five cones to designate play area

Advance Preparation:

1. Print out the 3 provided sheets.
2. Cut out pairs of shapes.
3. Place 5 cones a few feet apart on one side of the room or play area (students will line up behind each one).
4. Place the two title cards; “congruent” and “non congruent” at each cone, designating that teams color.
5. Place all the colored congruent and non congruent pairs in the middle of the play area or around the room.

Directions:

1. Divide the class into 5 groups and have each group line up behind one of the cones.
2. Assign each group the color that coincides with their color title cards at their cone.
3. Tell the students that when you say “go”, the first person in each line will run/hop/skip/jump/etc., to the middle of the room and pick up one piece of paper in the color that matches their group color. For example, the yellow group only picks up yellow paper.
4. Tell the student who selected a pair to return to the group and show the pair of shapes to the group. The group must decide if the pair of shapes are congruent or non congruent. The students will then place the picture of the pair of shapes on the floor below the appropriate title card (congruent or non congruent) at their cone.
5. Tell the next person in line to repeat the process.
6. Tell the students to continue until they have collected all the pairs in their assigned color.
7. Tell the students to re-check their work to make sure they are correct.
8. Tell the groups to jog in place, do jumping jacks, hop on one foot, etc., to show you that they are ready for you to check their work.
9. Have the group sit on the floor once you have checked their work.

Teaching Suggestions:

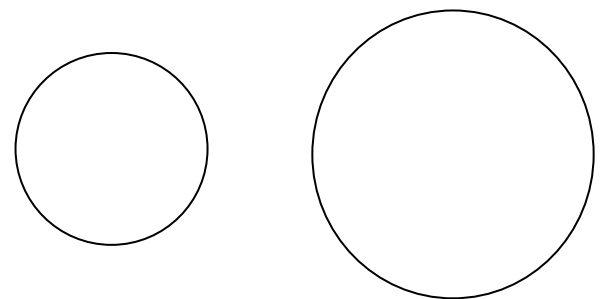
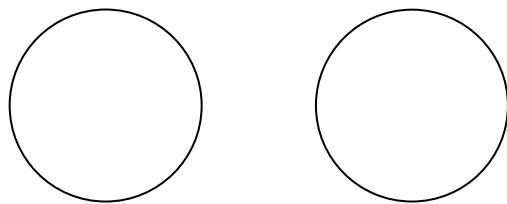
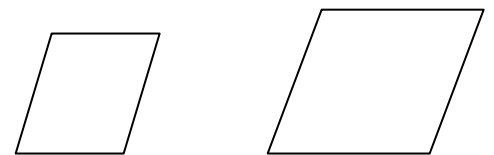
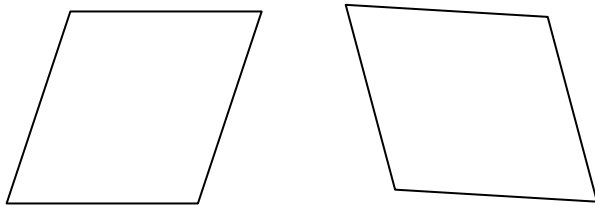
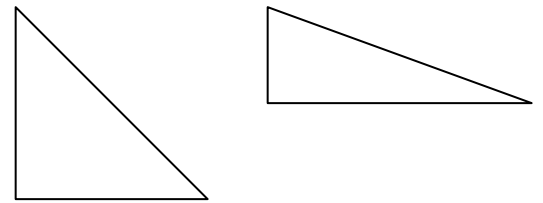
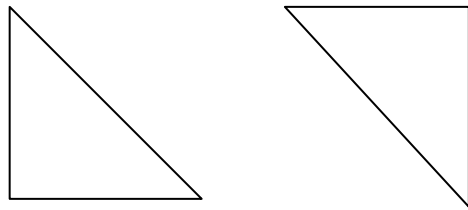
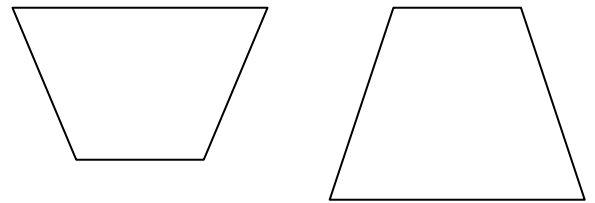
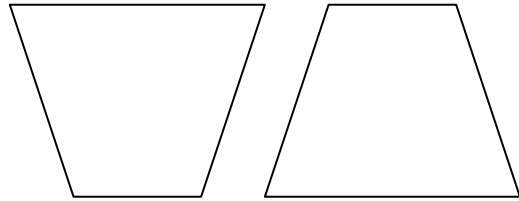
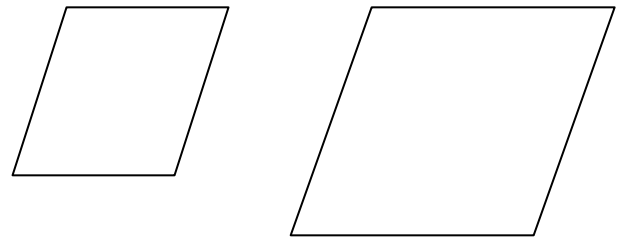
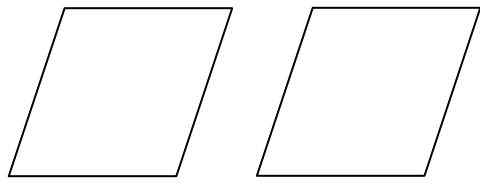
1. Have enough pairs of shapes so each student gets approximately 2 turns.
2. Tell the students that if the group does not agree on how to categorize the pair of shapes, the final say goes to the student who selected the pair of shapes.

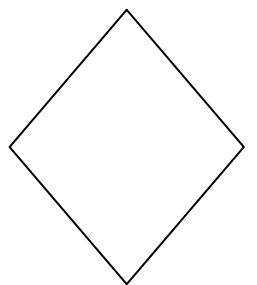
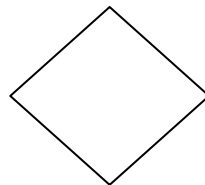
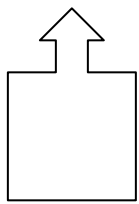
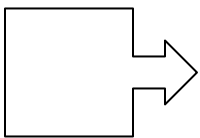
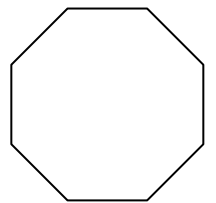
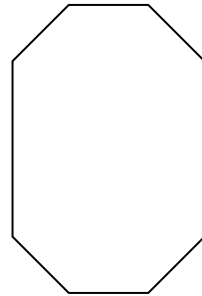
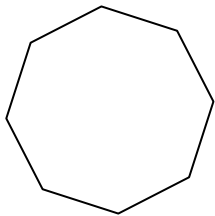
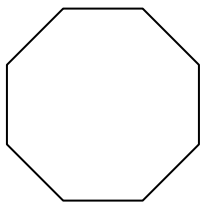
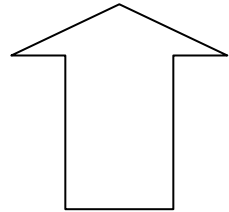
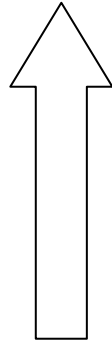
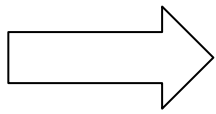
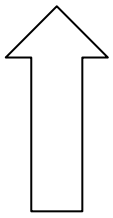
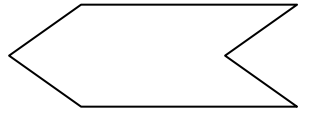
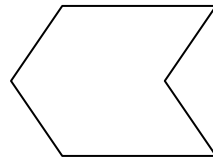
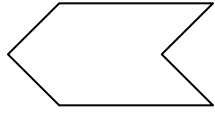
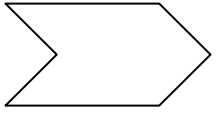
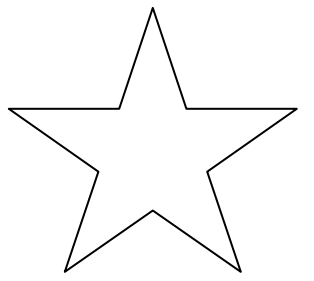
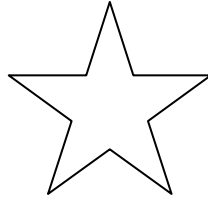
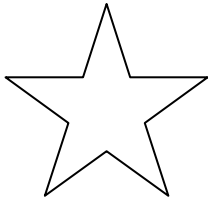
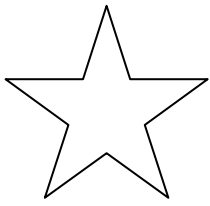
Modifications/Variations:

1. Play a second time after you’ve discussed what was correct and incorrect in the first round.
2. Use your own shapes for the level of your class.

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Congruent

Non
Congruent