

Maths

3D Shape Feely Bag



L.o To describe 3D shapes using their properties

You will need to collect the following:

- A bag
- Everyday objects that match the 3D shapes we have been using this week. You will need one of each, some may be a bit tricky to find. They will need to be small enough to fit in your bag. Some examples could be: cotton reel for a cylinder, dice for a cube, matchbox (without the matches) for a cuboid.

Place the items you have found in your bag. With a member of your household, take it in turns to feel inside the bag and choose 1 object. You must keep this object hidden so they cannot see it.

Once you have chosen your object, you will need to describe it using the mathematical vocabulary (you can use the 3D shape properties mat to help) you have learnt to give clues to the guesser. Once they have guessed, show them the object, then swap over.

If describing shapes hidden in a bag is a bit tricky, you could also use a large box on its side so the other player cannot see.

To help, you could find 2 of each object, one set goes in the bag and the other lined up as a visual to help match the spoken vocabulary to the object.