

SHAPE PUZZLES

Practice Geometry with Shape Puzzles

This activity challenges learners to use basic shapes to create an animal. By completing these puzzles, learners develop their skills in classifying two-dimensional shapes. This activity can also be used to teach concepts like congruency and rotation.

Material Sets

- Completed puzzle image (solution). You can provide this to children to use as a guide for what they create.
- Shapes to be cut (and laminated if you wish to increase their durability for reuse).
- Puzzle outline worksheet. The puzzles in this package have been scaffolded:
 - a) Grapes: Two shapes (circles and rhombi)
 - b) Butterfly: Four shapes (circles, squares, rectangles, and triangles)
 - c) Giraffe: Five shapes (circles, squares, rectangles, rhombi, and triangles)

Preparation

- 1) Print the shape sheet and worksheet of the set(s) you'll use with learners. Ideally the shape sheets should be printed in colour.
- 2) Determine if you want each learner to glue the shapes to individual worksheets, or if you'll laminate the shapes for multiple uses. If the latter, cut and laminate the shapes in advance.

Classroom Activity

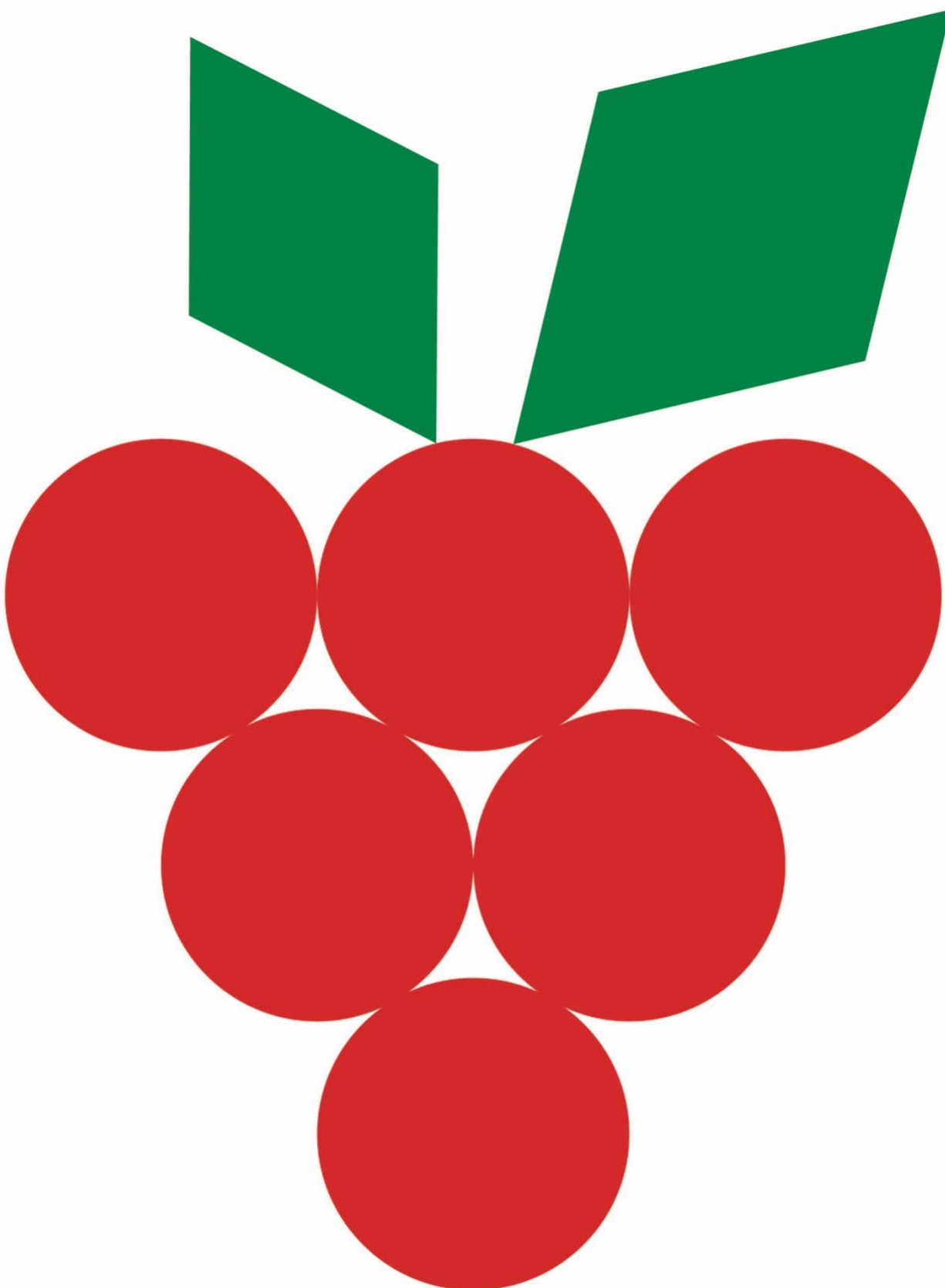
- 1) Provide each learner with the puzzle outline worksheet and the shapes to be cut*.
- 2) Direct learners to cut out the shapes and set them aside.
- 3) Challenge learners to use the shapes to make a fruit or animal image. Use the outline worksheet as a base. If desired, have children work in pairs and give each other directions on how to place pieces (ex: "rotate that shape").
- 4) Supply the completed image, if needed. You can provide the complete puzzle as a guide, or only supply it as a scaffold for learners who need the hint.

*You may decide to cut these yourself and laminate them. That way you can reuse this resource without incurring ongoing printing costs. Instruct the children to inform you when they finish their puzzles so you can review it before it is disassembled. Consider taking a photo of the child's work for later review or to incorporate as a piece in their portfolio.

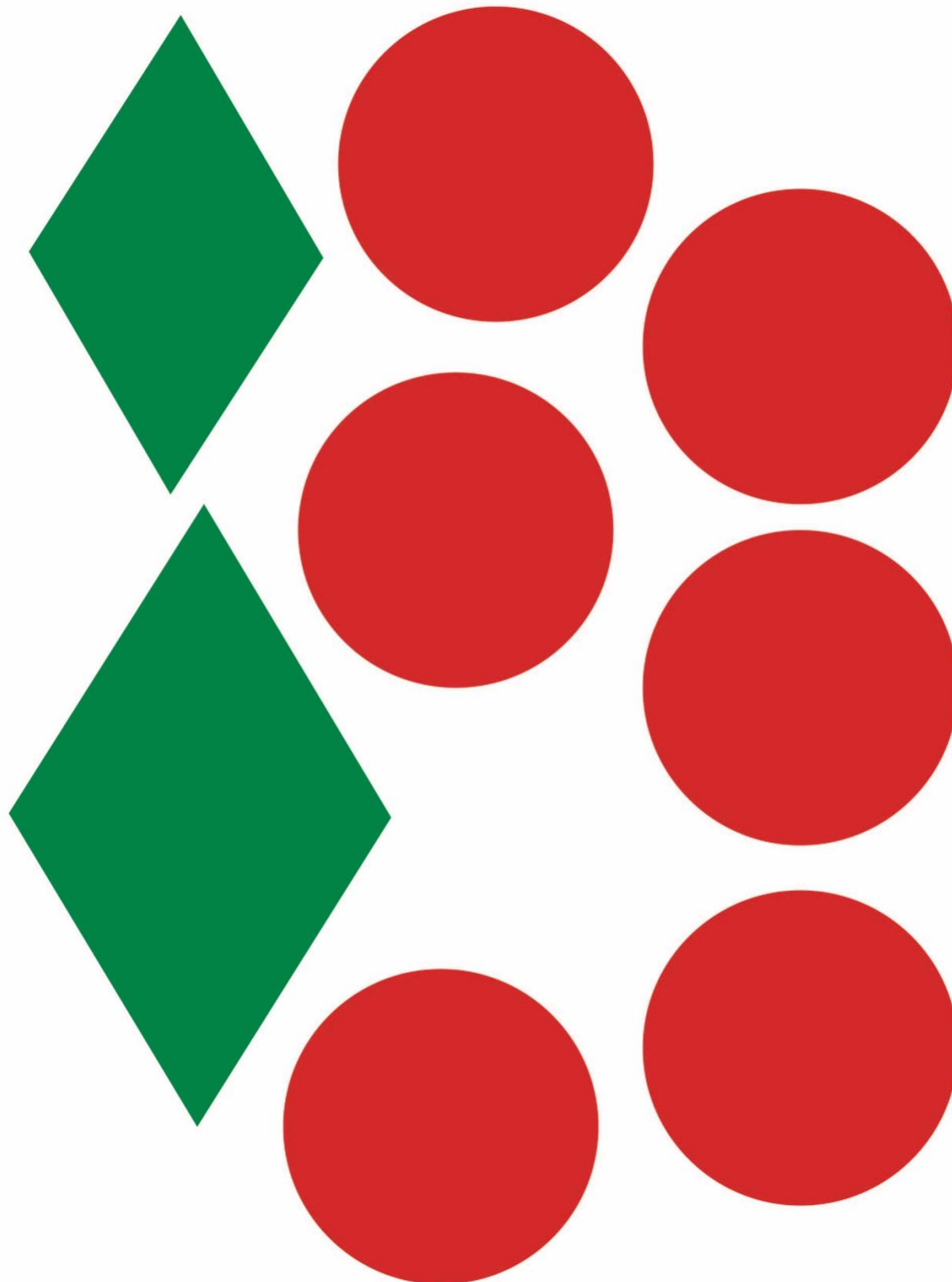
ALTERNATIVE

Ask learners to create their own animal or objects using the shapes provided in this activity. This allows them to be creative. When they're done, ask them to describe their creation by using the name of the shapes they used to build their animal or object.

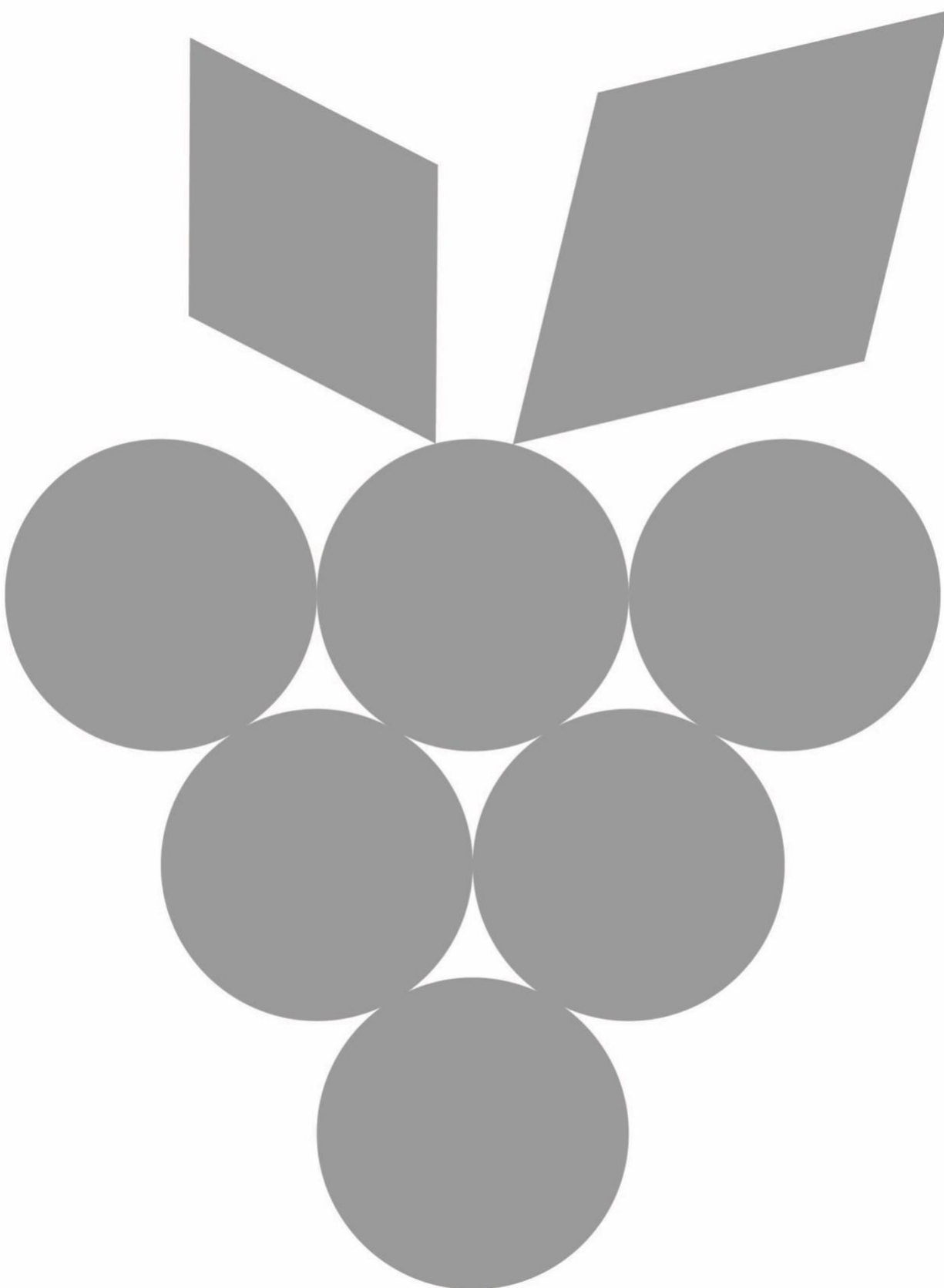
PUZZLE 1: GRAPES [COMPLETE]



PUZZLE 1: GRAPES [SHAPES]



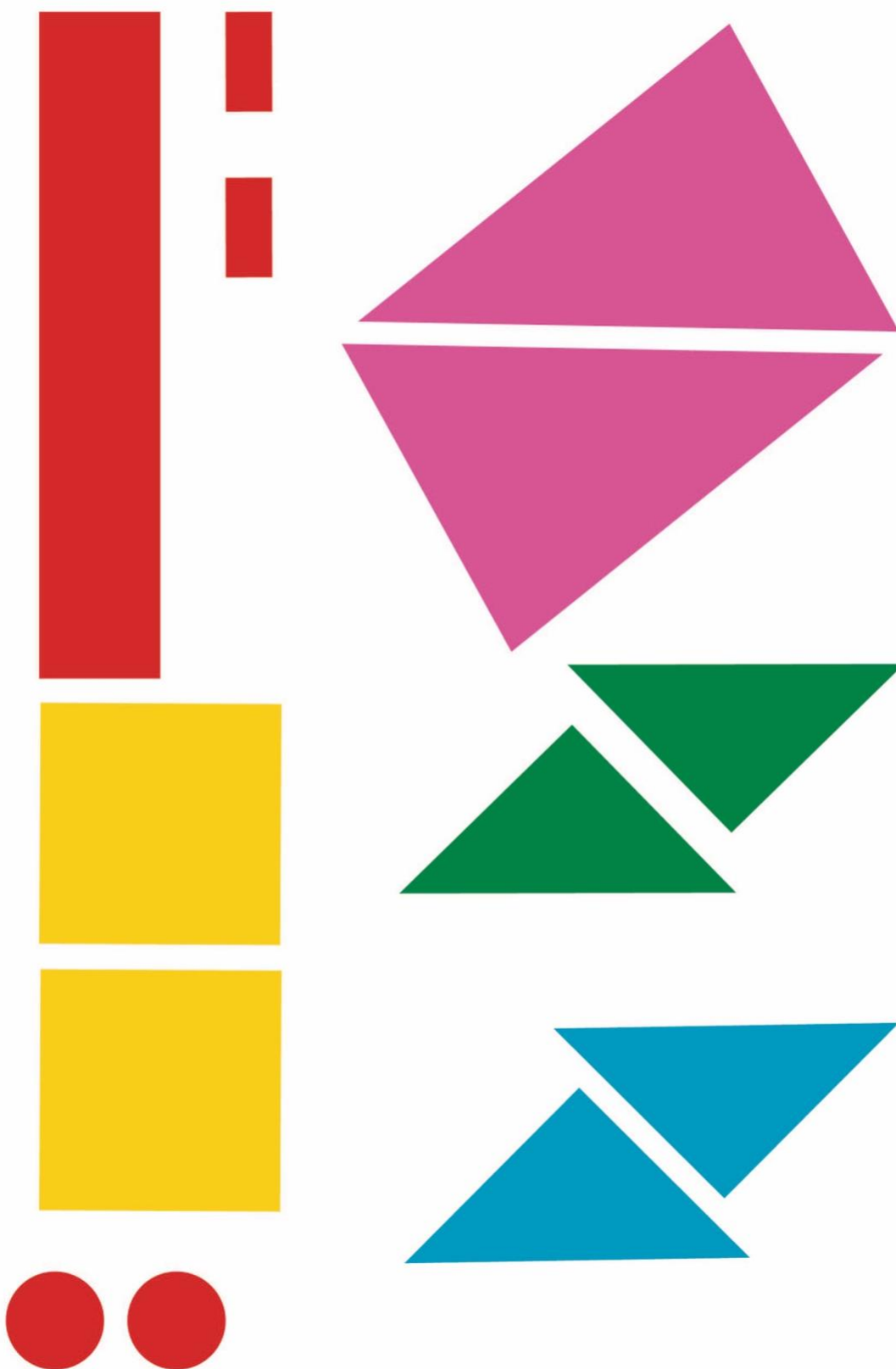
PUZZLE 1: GRAPES [OUTLINE]



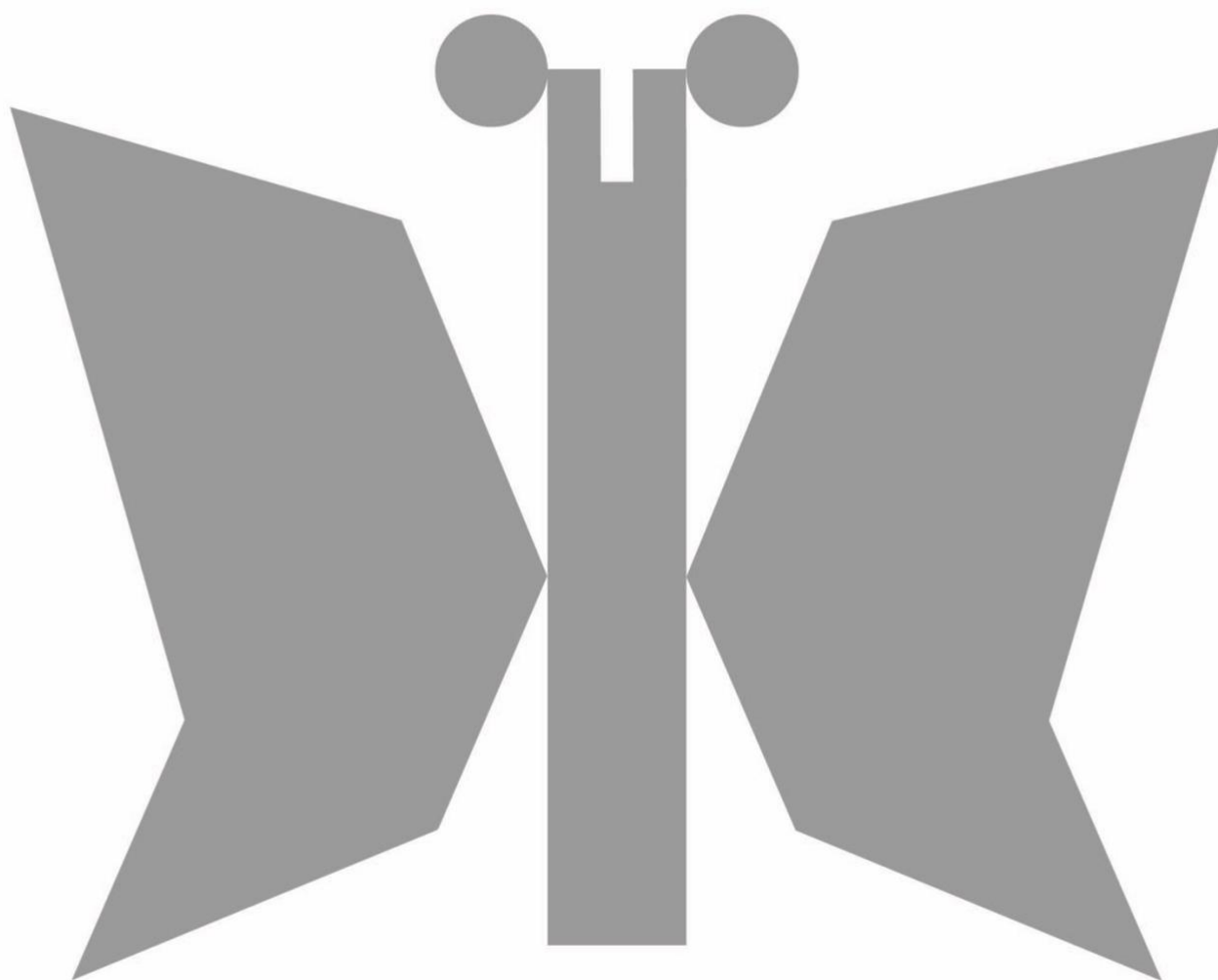
PUZZLE 2: BUTTERFLY [COMPLETE]



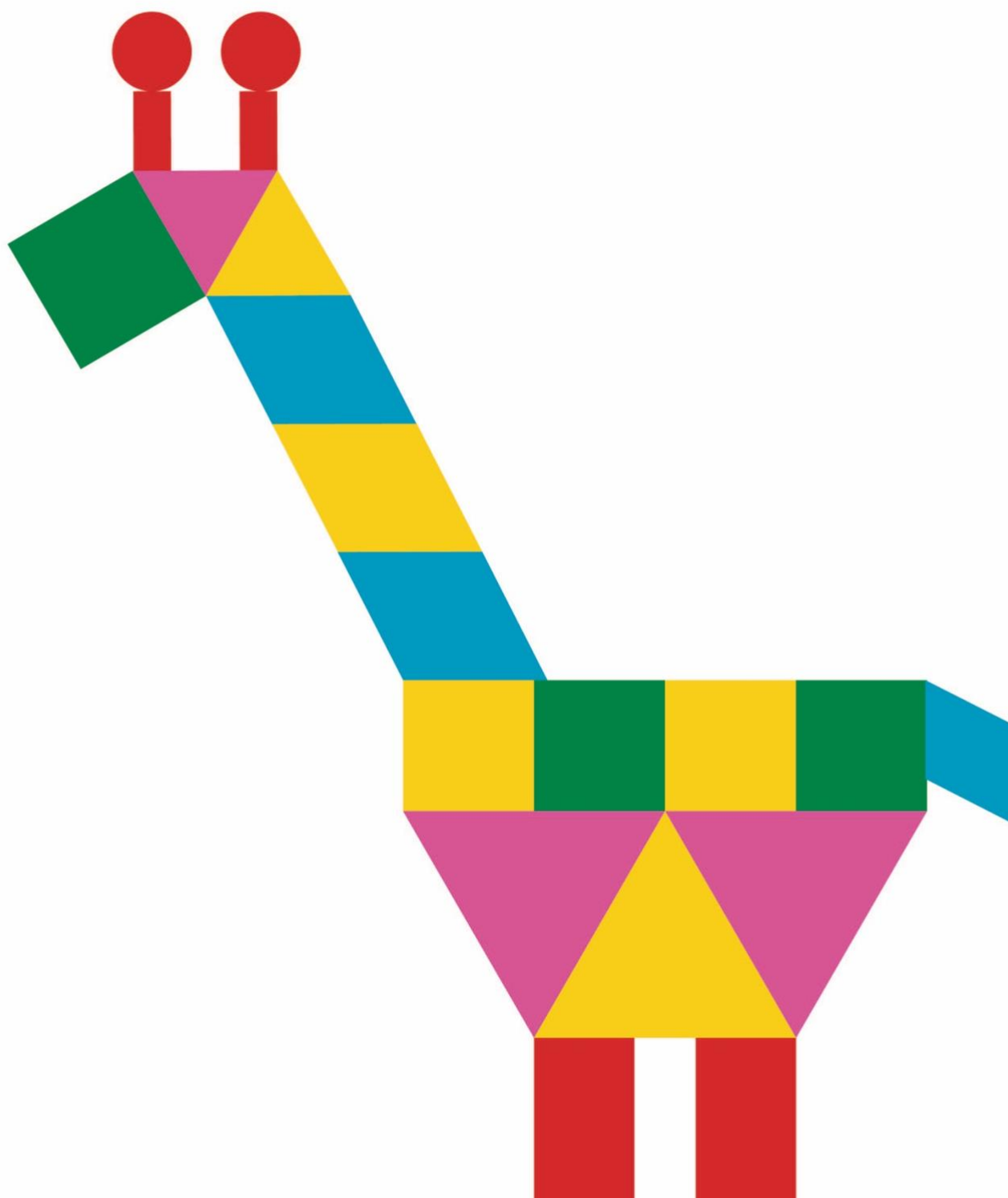
PUZZLE 2: BUTTERFLY [SHAPES]



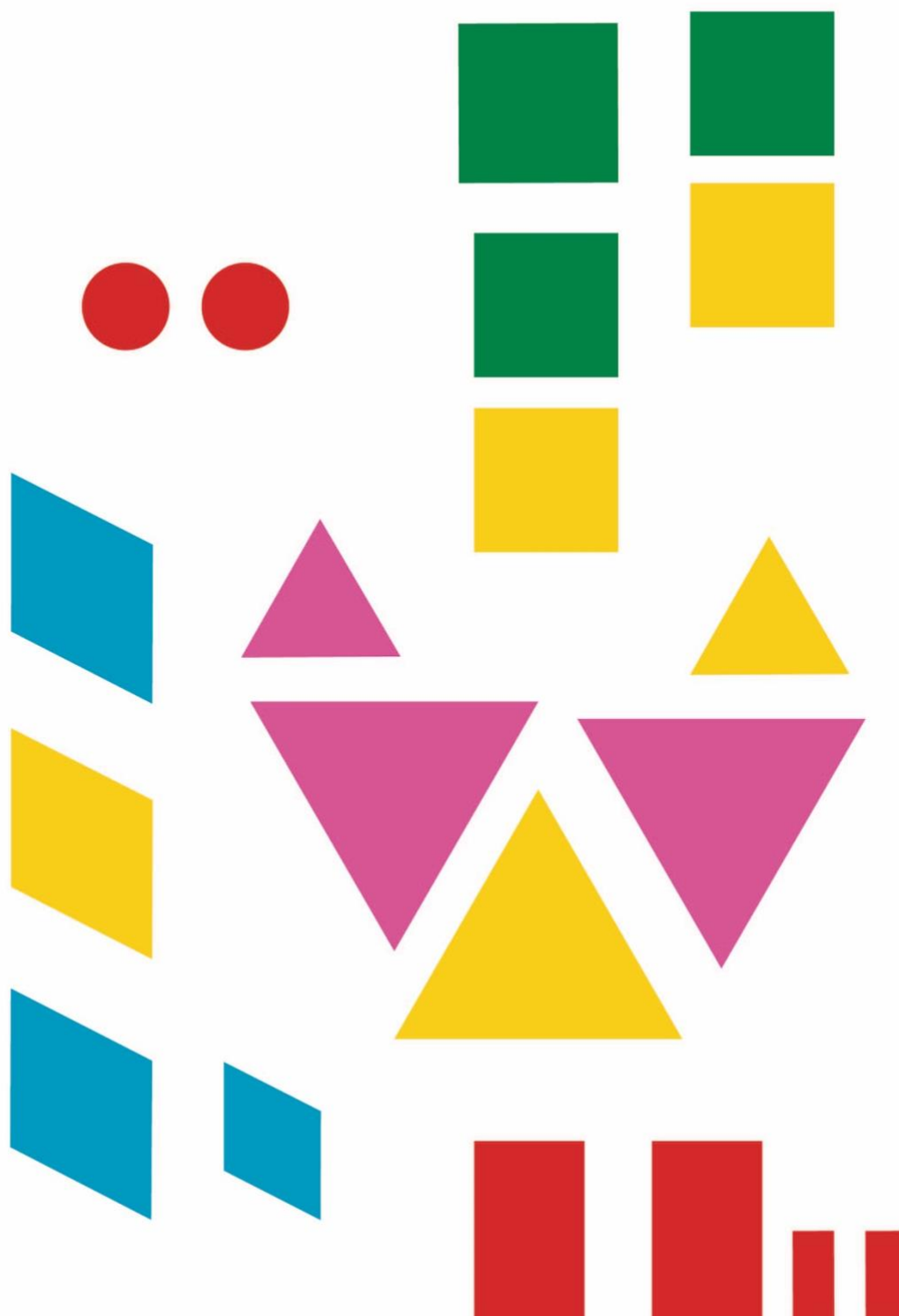
PUZZLE 2: BUTTERFLY [OUTLINE]



PUZZLE 3: GIRAFFE [COMPLETE]



PUZZLE 3: GIRAFFE [SHAPES]



PUZZLE 3: GIRAFFE [OUTLINE]

