Shape.Definition.Picture - Steal

Object of the Game: Collect 3 “books.” A “book” is a set with the name, definition and picture of the same shape.

To play: shuffle the cards including the “STEAL!” cards. Put them in a stack face down where everyone can reach them. This is the draw pile.

The first player draws a card and adds it to his/her collection. Collections must be displayed face up where everyone can see it. The rest of the players do the same. Players continue drawing cards, and placing them face up – grouping them into books where appropriate. Once a player gets a complete book, those cards are protected and cannot be stolen.

If a player draws a “STEAL!” card, that player can steal one card from any other player. Discard the STEAL! Card in a pile next to the draw pile. Players cannot save STEAL! Cards, they must use them when they get them.

To win: First player to get three complete books wins. If you run out of cards before one player wins, you can play “sudden death” by having the players take turns stealing from each other until the first player gets two complete books.

Printing: Print landscape, 2-sided, flip on short side.

Unit: 5th-Geometry
5.5.A – 2D Figures – STEAL

1-13-25	**2-14-26**	**3-15-27**	**4-16-28**
5-17-29	**6-18-30**	**7-19-31**	**8-20-32**
9-21-33	**10-22-34**	**11-23-35**	**12-24-36**

1

Obtuse Angle

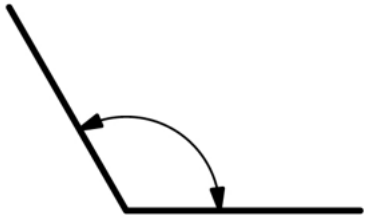
5.5.A – 2D figures – STEAL

13

An angle that measures more than 90^o but less than 180^o

5.5.A – 2D figures – STEAL

25



5.5.A – 2D figures – STEAL

2

Rhombuses

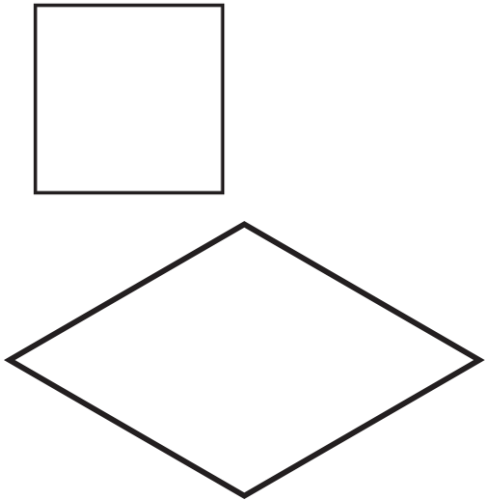
5.5.A – 2D figures – STEAL

14

Flat shapes with 4 equal, straight sides. Angles do not have to be 90^o.

5.5.A – 2D figures – STEAL

26



5.5.A – 2D figures – STEAL

STEAL!

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STEAL!

3

Hexagons

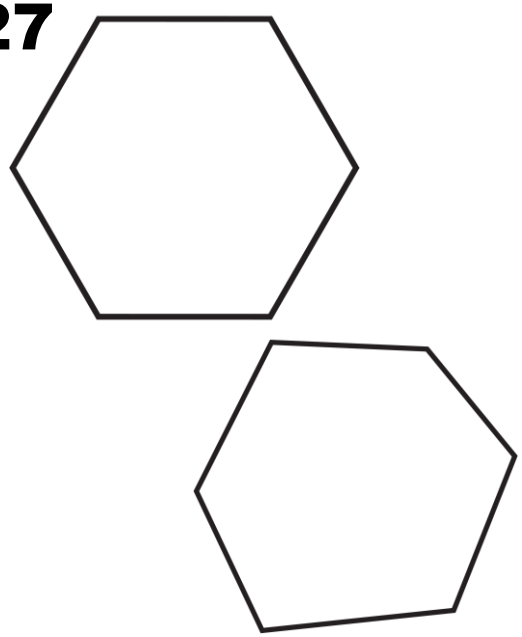
5.5.A – 2D figures – STEAL

15

Closed flat figures with six sides and six angles

5.5.A – 2D figures – STEAL

27



5.5.A – 2D figures – STEAL

4

Pentagons

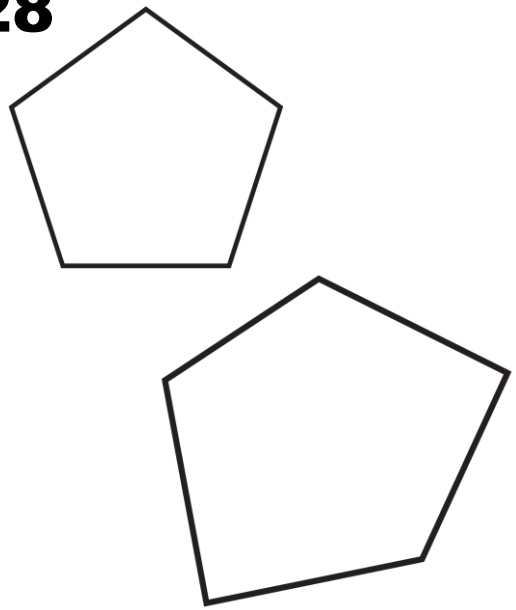
5.5.A – 2D figures – STEAL

16

Closed flat figures with 5 sides and 5 angles.

5.5.A – 2D figures – STEAL

28



5.5.A – 2D figures – STEAL

STEAL!

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STEAL!

5

Trapezoids

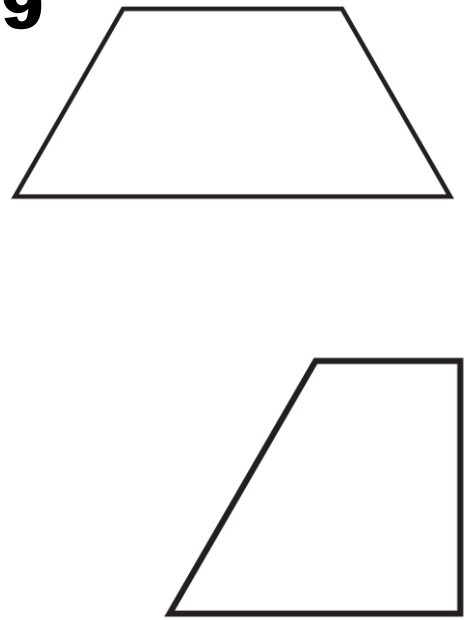
5.5.A – 2D figures – STEAL

17

Four-sided figures with exactly one pair of parallel lines

5.5.A – 2D figures – STEAL

29



5.5.A – 2D figures – STEAL

6

Rectangles

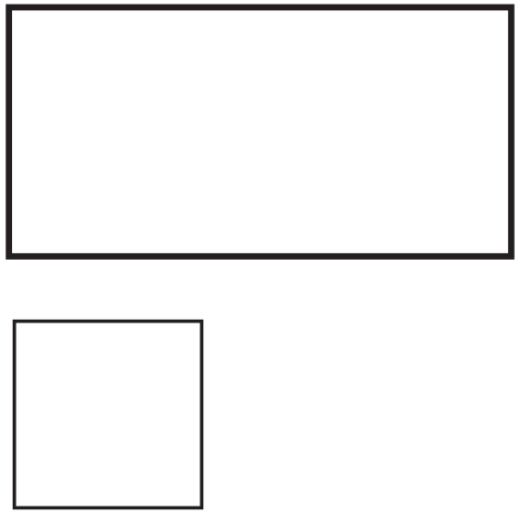
5.5.A – 2D figures – STEAL

18

Flat four-sided shapes with four straight sides and four right angles

5.5.A – 2D figures – STEAL

30



5.5.A – 2D figures – STEAL

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7

Perpendicular lines

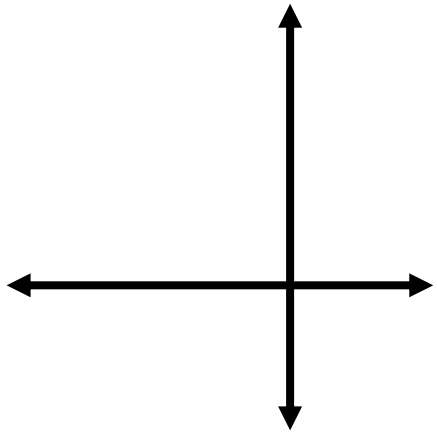
5.5.A – 2D figures – STEAL

19

Lines that cross at a 90° angle

5.5.A – 2D figures – STEAL

31



5.5.A – 2D figures – STEAL

8

Acute Angle

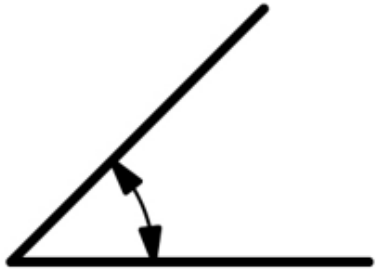
5.5.A – 2D figures – STEAL

20

An angle that measures less than 90^{o}

5.5.A – 2D figures – STEAL

32



5.5.A – 2D figures – STEAL

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9

Right Triangles

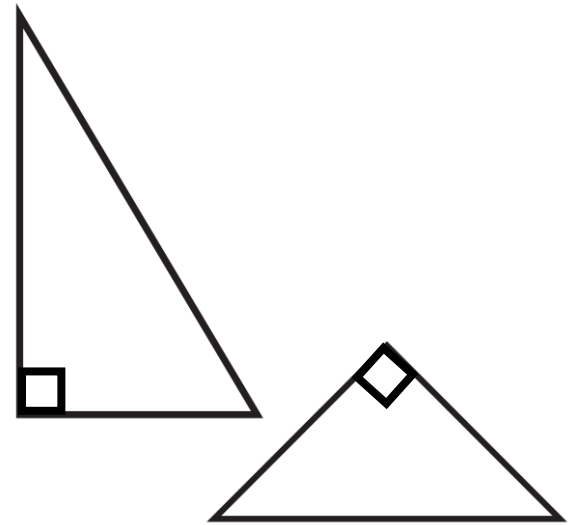
5.5.A – 2D figures – STEAL

21

Triangles in which one angle is a right angle (90^o).

5.5.A – 2D figures – STEAL

33



5.5.A – 2D figures – STEAL

10

Acute Triangles

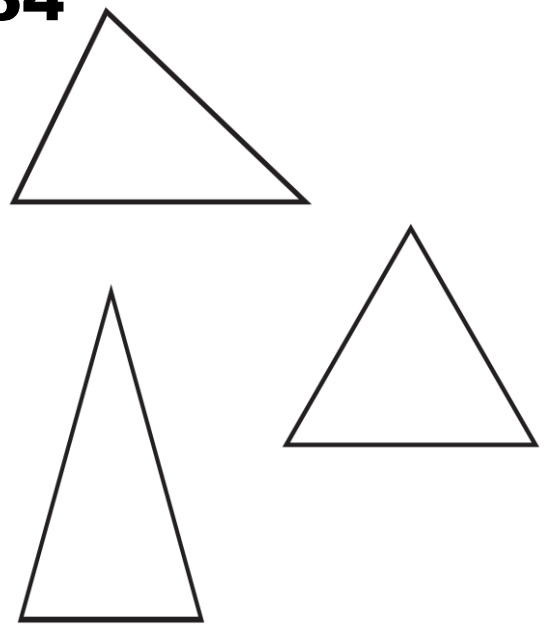
5.5.A – 2D figures – STEAL

22

Triangles in which all 3 angles are acute

5.5.A – 2D figures – STEAL

34



5.5.A – 2D figures – STEAL

STEAL!

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11

Obtuse Triangles

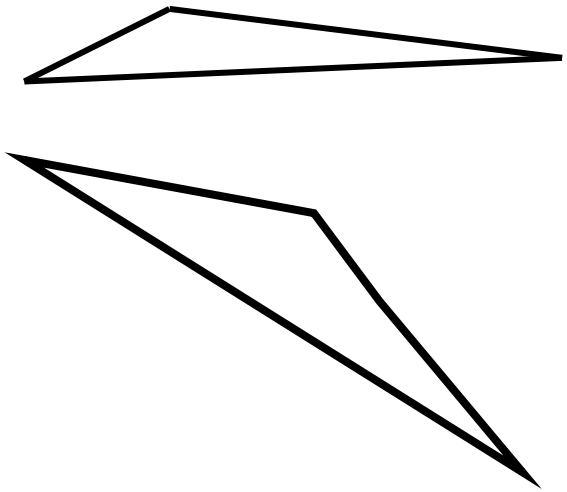
5.5.A – 2D figures – STEAL

23

Triangles in which at least one angle measures more than 90^o

5.5.A – 2D figures – STEAL

35



5.5.A – 2D figures – STEAL

12

Parallel Lines

5.5.A – 2D figures – STEAL

24

Lines that are always the same distance apart and never touch

5.5.A – 2D figures – STEAL

36

5.5.A – 2D figures – STEAL

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