

Unit: 4<sup>th</sup> – Geometry

Lesson: 4.6.B Lines of Symmetry

## Angles and 2D shapes – Count it

### To Play:

Give everyone a game board. Shuffle the shape cards and deal out 4 shapes to each player. These go in the 4 squares of the game board.

Shuffle the word cards and place them in a stack face down where everyone can reach them.

Round 1 - Player 1 draws the first word card and reads it out loud to the group. If it is geometry term, for example “acute angles.” All the players count all the acute angles on the 4 shapes on their card, and that is their score for that round. For example, if a player had a square, a rectangle, a Hexagon and an equilateral triangle – the square, rectangle and Hexagon do not have any acute angles and the equilateral triangle has 3, so that player’s score for the round would be 3.

Round 2, etc. – the next players draw cards and read them out loud with the whole group counting the relevant features or shapes and adding them to their score.

If the card drawn has an instruction – For example, trade 1 card with another person – then everyone follows the instruction.

### To win:

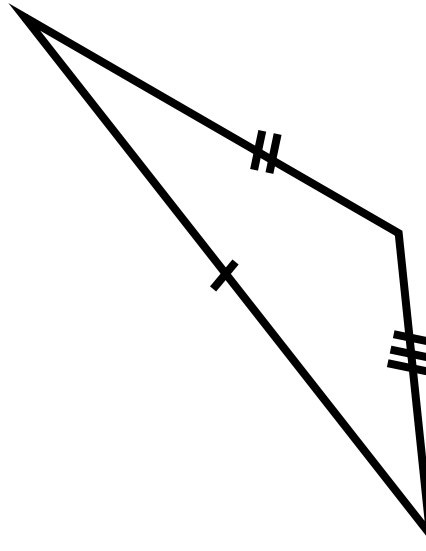
Player with the highest score after 10 rounds wins.

**Hint:** Don’t forget that some shapes count as more than one thing. For example, a rhombus and a square are also quadrilaterals and parallelograms.

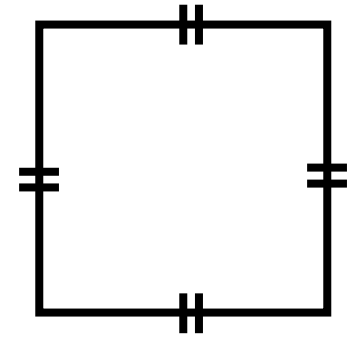
**Printing:** landscape, black and white, one-sided. Laminate score cards for dry-erase.



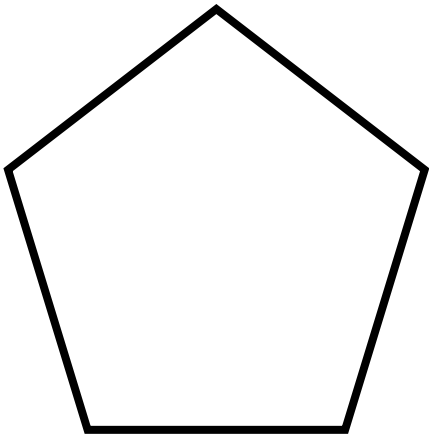
4.6 – 2D Shapes & Lines of Symmetry – Count it



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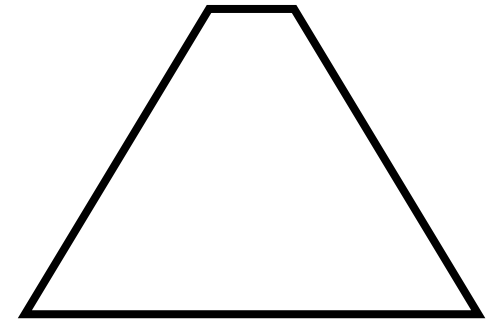
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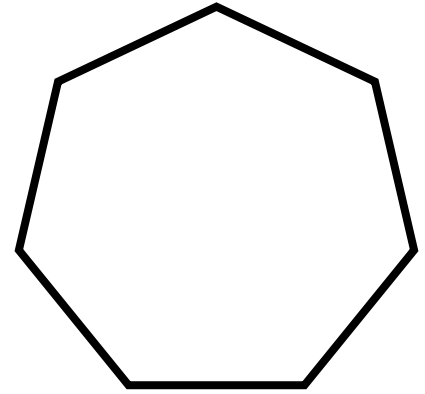
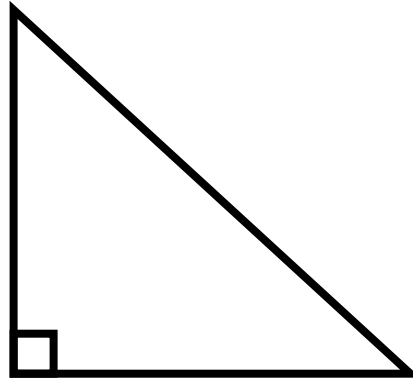
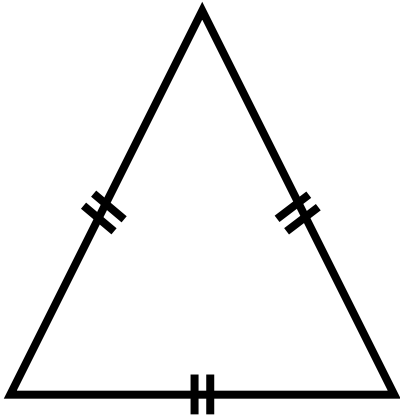
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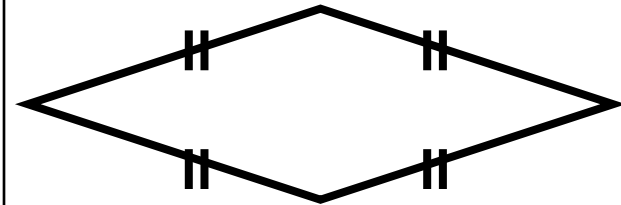
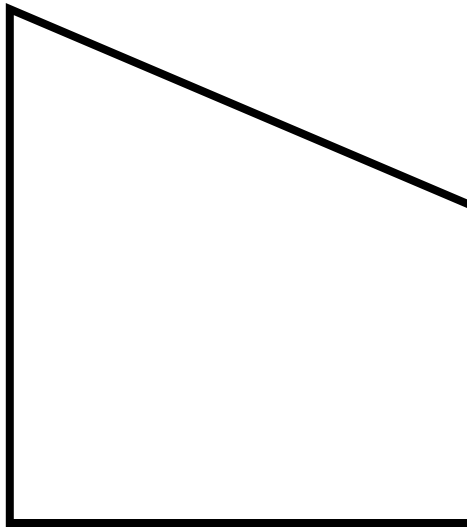
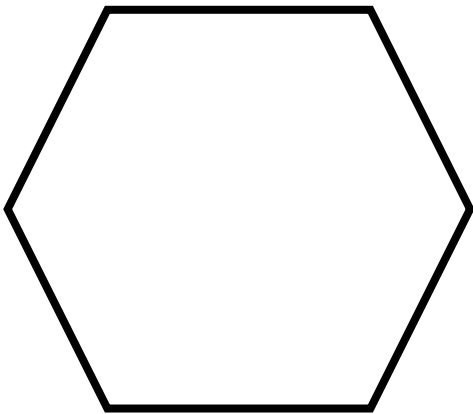
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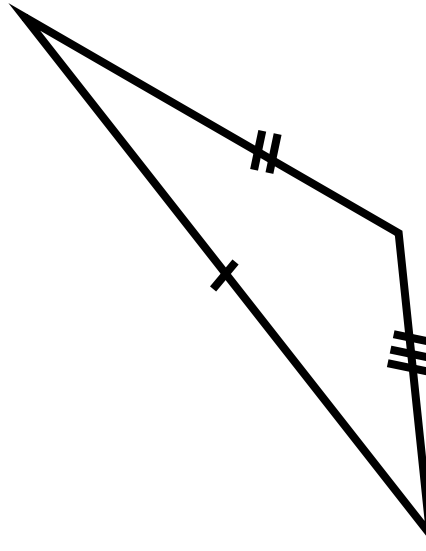
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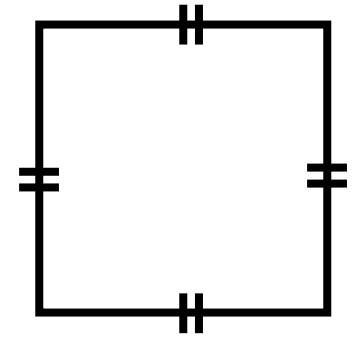
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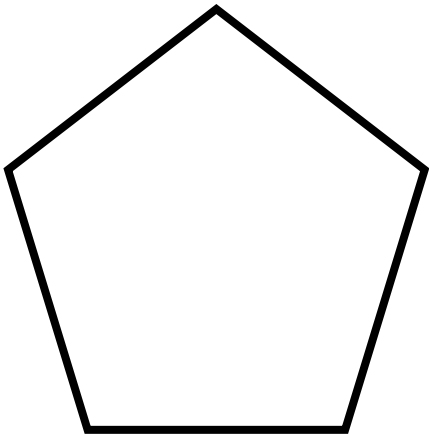
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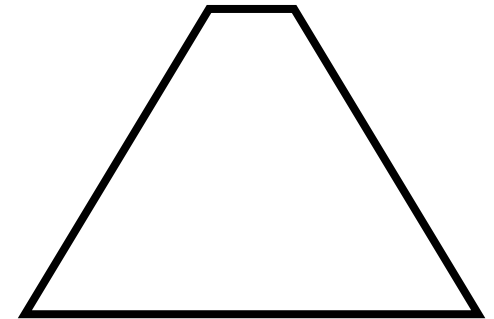
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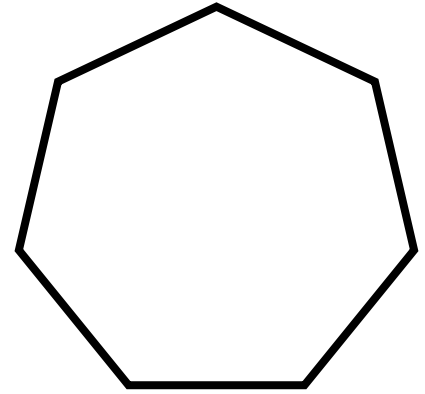
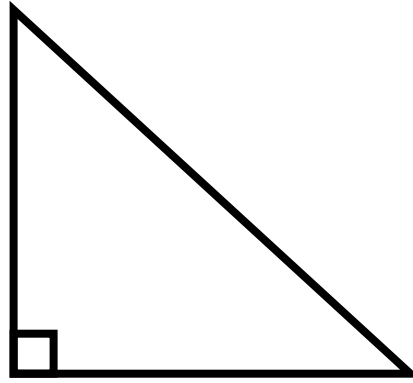
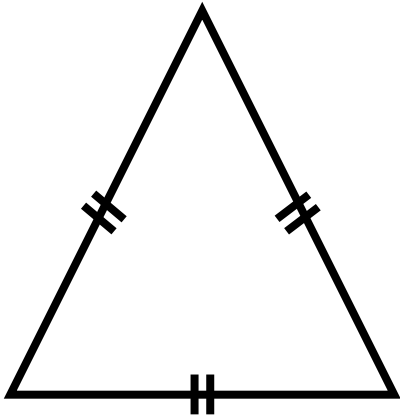
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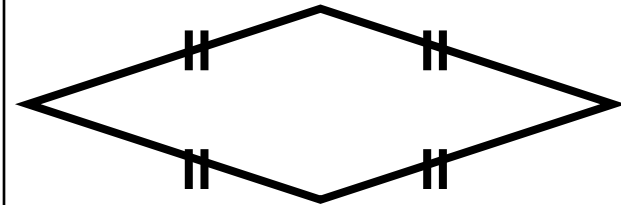
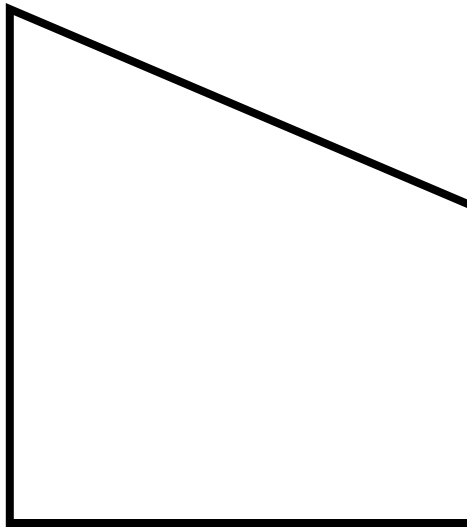
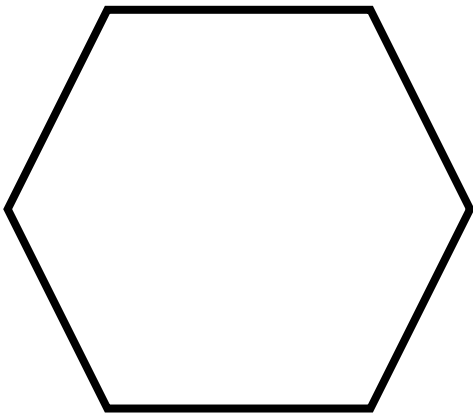
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**Acute angles**

**Obtuse angles**

**Right angles**

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**Pairs of  
parallel line  
segments**

**Pairs of  
perpendicular  
line segments**

**Quadrilaterals**

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**Parallelograms**

**Triangles**

**Rectangles**

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**Rhombuses**

**Figures with 2 or more  
lines of symmetry**

**Figures with only 1  
line of symmetry**

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**Figures with zero lines  
of symmetry**

**Trade 1 shape with  
another person**

**Trade 1 shape with  
another person**

**No score this round.**

**No score this round.**

4.6 – 2D Shapes & Lines of Symmetry – Count it

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**Trade 2 shapes with  
another person**

**Trade 2 shapes with  
another person**

**Draw 2 new shapes and put 2  
of your old shapes on the  
bottom of the draw pile.**

**No score this round.**

**No score this round.**

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**Figures with zero lines of symmetry**

**Draw 2 new shapes and put 2 of your old shapes on the bottom of the draw pile.**

**Draw 2 new shapes and put 2 of your old shapes on the bottom of the draw pile.**

**No score this round.**

**No score this round.**

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<b>Place Shape Here</b>	<b>Place Shape Here</b>	<b>Count It Score</b>	
		Round 1	
		Round 2	
		Round 3	
		Round 4	
<b>Place Shape Here</b>	<b>Place Shape Here</b>	Round 5	
		Round 6	
		Round 7	
		Round 8	
		Round 9	
		Round 10	
		Total	

<b>Place Shape Here</b>	<b>Place Shape Here</b>	<b>Count It Score</b>	
		Round 1	
		Round 2	
		Round 3	
		Round 4	
<b>Place Shape Here</b>	<b>Place Shape Here</b>	Round 5	
		Round 6	
		Round 7	
		Round 8	
		Round 9	
		Round 10	
		Total	

<p style="text-align: center;"><b>Place Shape Here</b></p>	<p style="text-align: center;"><b>Place Shape Here</b></p>	<b>Count It Score</b>	
		Round 1	
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