## Unit: $4^{\text {th }}-$ Geometry

## Lesson: Geometry Warm-Ups

## Shape Sorter

## Materials

- Shape sorter boards
- Shape sorter Cards
- Dry erase markers/erasers

To Play: Shuffle the shape cards and place them face down in a pile where everyone can reach them.
Players take turns drawing a shape card and making tally marks on their shape sorter board for each category where that shape fits. For example, if a player draws a square, she can put a mark in polygon, quadrilateral, parallelogram, rectangle, rhombus \& square. If a player draws a triangle, he can put a mark in polygon and triangle.

Return each card to the bottom of the stack when you are finished with it.

Hint: Teach the scholars to keep track of tally marks in groups of 5 (册). This is a good habit for the scholars to learn because it will come up in the unit on data analysis.

To Win: First player to get 25 points (tally marks) wins.

## Official category definitions

- Polygon - closed flat figure made up of any number of straight sides
- Triangle -3 sides $\& 3$ angles
- Quadrilateral -4 sides $\& 4$ angles
- Parallelogram -4 sides, 2 pairs of parallel lines
- Rectangle -4 sides, 4 right angles
- Rhombus - 4 equal sides, does not have to have right angles
- Square - 4 equal sides, 4 right angles
- Trapezoid - 4-sides, exactly one pair of parallel lines
- Pentagon -5 sides $\& 5$ angles
- Hexagon -6 sides $\& 6$ angles

Print: one-sided

## Shape Sorter Board



## Shape Sorter Board






| Geometry warm-ups - Shape Sorter | Geometry warm-ups - Shape Sorter | Geometry warm-ups - Shape Sorter |
| :---: | :---: | :---: |
| Geometry warm-ups - Shape Sorter | Geometry warm-ups - Shape Sorter | Geometry warm-ups - Shape Sorter |


|  |  |  |
| :---: | :---: | :---: |
|  |  | Geometry warm-ups - Shape Sorter |



