

## education فوق فوق above all

## **S**HAPE COLLAGES

Level	0 (Age group 4 – 5)
Resources Required	Colored paper White paper for their collage (1 per student) Scissors (1 per student) Glue stick or other adhesive (1 per student) Picture Cards (1 per student) Pen or pencil (1 per student)
Alternate Options for the Resources	Instead of colored paper, the teacher can provide magazine pages or anything that students can cut shapes out of.  Picture cards can be made by  1. Cutting out pieces of paper about the size of your palm (at least 1 per student)  2. Drawing designs that use basic shapes (see Images/Illustrations for examples or create your own)
Strand Covered	Shapes & Measurements
Targeted Skills	Shape recognition
Inspired by	Pocket of Preschool, Foundation First
Time Required	40 minutes (for playing the game) 20 minutes (setup for cards)
Previous Learning Required	Knowledge of basic shapes
Support Required	Low supervision

### Rules of the Game:

Goal	The player with the maximum number of points earned by creating a collage using basic shapes wins.
Rules	If a player matches the collage partially, only 1 point is awarded.  If a player does not match the collage at all, no points will be given.  If a player names only some basic shapes correctly, 1 point is given.  If a player names none of the basic shapes correctly, no point is given.



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#### Steps

Step 1: Give each student a pair of scissors, a glue stick, different-colored papers (students will need to have access to different colors).

Step 2: Give students one Picture Card face-down.

Step 3: When the teacher says "start", each student flips their card face-up and tries to make a collage of their picture as fast as possible and stick it on a sheet of paper.

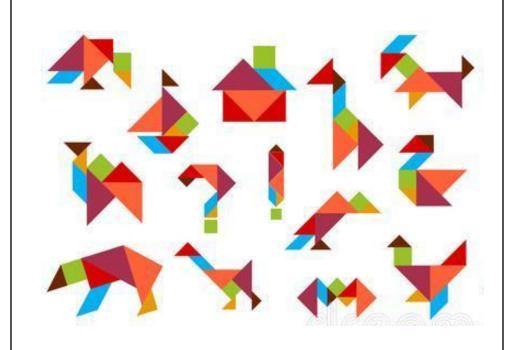
Step 4: When students finish their collage, they must write down the name of each shape used in their collage. This needs to be done on the shapes themselves, or on the side with arrows pointing to the correct shape.

Step 5: When students are finished with Step 4, they silently raise their hand, and teacher checks their collage for accuracy. 2 points are awarded for accuracy of naming the shape. 2 points are awarded for matching the collage.

Step 6: The first student to finish and get their work checked by the teacher gets a bonus of 2 points.

Step 7: This game could be played with many rounds by changing which student gets which image.

#### **Images**



# Variations of the Game

 Players can create their own collage and challenge the other players to replicate the same.





	<ul> <li>A name of an object (or animal) can be given (for example, table) and players can create the shape on their own using the basic shapes.</li> </ul>
Enrichment	<ul> <li>In addition to naming shapes, have students write out how many sides each of their shapes has.</li> <li>Use more complex shapes in the Picture Cards, like hexagons, octagons, stars, and crosses.</li> <li>Have students make 2 or more collages per round.</li> </ul>
Simplification	<ul> <li>Cut out shapes for students ahead of time.</li> <li>Don't have students name their shapes to win. This can be done as a class afterwards. Working and playing with different shapes is educational on its own.</li> <li>Make Picture Cards with only one type of shape (e.g. triangles).</li> <li>Make Picture Cards with fewer basic shapes on them.</li> </ul>