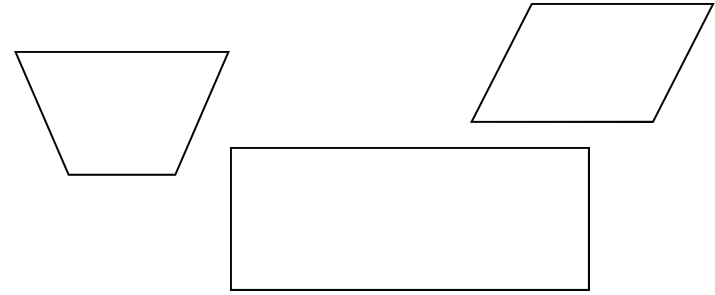


SHAPE CAPTURE GAME:



Materials:

- Shape Capture Template (in sheet protector)
- Dry erase markers/erasers

OBJECTIVE: To locate the vertices of the partner's quadrilateral and name the figure.

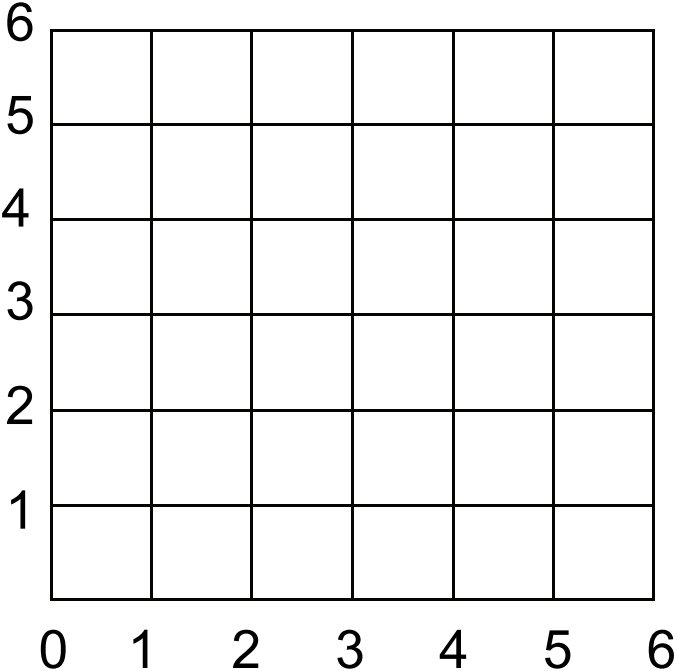
DIRECTIONS FOR GAME:

- Each student plots four vertices on the first template grid and connects the points to form a quadrilateral.
- Partner A begins the game by announcing an ordered pair. Partner B checks his/her grid and tells Partner A whether that point is a vertex, on the line, inside the shape or outside the shape. Partner A marks the point on the second grid of his/her template using the following code:
 - VERTEX: draw large shaded circle and list the vertex coordinates as an ordered pair below
 - ON THE LINE: draw small shaded circle.
 - INSIDE: mark with open circle
 - OUTSIDE: mark with small x
 - NOTE: Teachers and students are free to modify the suggested markings, as appropriate.
- If Partner A's guess is a Vertex, he/she gets another turn; otherwise play passes to Partner B.
- Play continues back and forth until a player has identified all four of his/her partner's vertices. That player must then list the vertices, connect the points to form the figure and write the name of the figure to win the game.
- If the player is incorrect, play continues.

MODIFICATIONS/CHALLENGE:

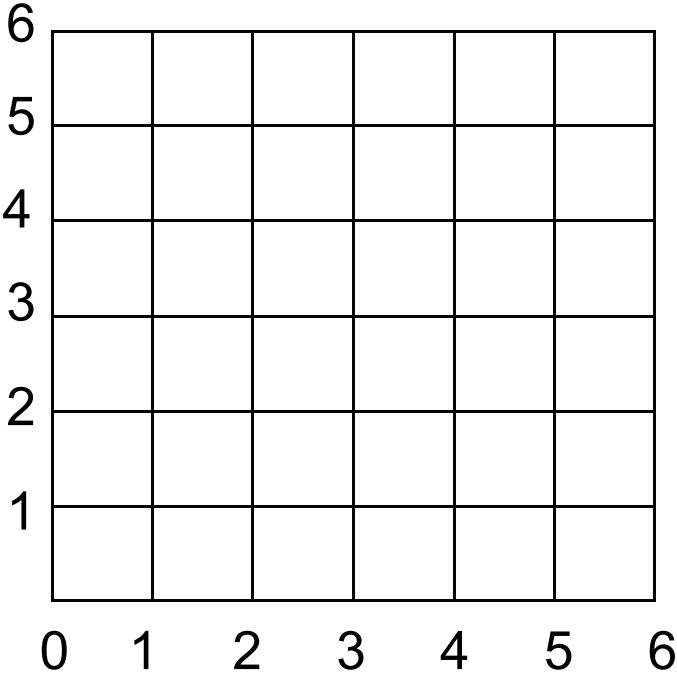
- Begin with triangles so that students only need to find 3 vertices.
- Play pairs against pairs so that students can talk and strategize best guesses.
- Allow students to draw any polygon and simply announce the number of sides so the partner knows how many vertices he/she must find.

SHAPE CAPTURE GAME



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 (,)

Shape is _____



(,)
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Shape is _____