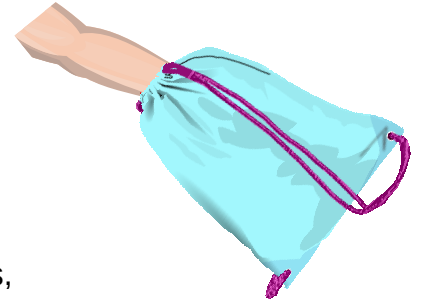


**Object of Game:** to be able to guess the three-dimensional object from a description

- Place an object (identifiable as a 3D shape) into a bag. Do not let the class see what was put in there.
- Select a student to be the describer
- Student puts hand or hands in the bag, and without taking the objects out, describes what can be felt. The student must use mathematical terms such as flat face, curved surface, pointy corners, straight edges. It is good if the child can count the number of faces.
- The rest of class has to guess the 3D shape. Students may ask questions about the shape for clarification if necessary.



**Suggested**

- Wooden
- Can of
- Ball
- Ice cream
- Dice
- Cardboard
- Interest
- box etc
- Biscuit
- Orange



This is a

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