

# LESSON PLAN 16: FIND AND RECORD GEOMETRIC SHAPES

**Objective:** Learning about 2D shapes in everyday life

**Age range:** 6-10

Marnie Thomas has found a way to use a digital camera to learn about geometric shapes.

## YOU WILL NEED

► Digital camera

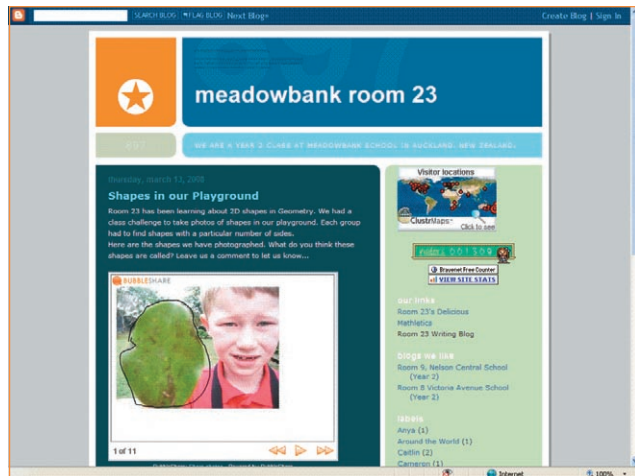
## DEVELOPING SKILLS

Maths and geometry, exploration, problem-solving, using digital cameras, teamwork

## METHOD

I challenged my class (Year 2, aged 6) to find 2D shapes in everyday life. In teams, they had 10 minutes to take the digital camera into the playground and take turns to photograph shapes with a particular number of sides. One group had to find shapes with one side; another group had to get shapes with three sides, and so on.

Once the task was completed, we looked at all the photograph on the smartboard and the group circled the shape in the photo they had focused on. We talked about what each shape might be called and how many sides it had.



You can see our shape pictures on our class blog:

<http://2008meadowbank23.blogspot.com/2008/03/shapes-in-our-playground.html>

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