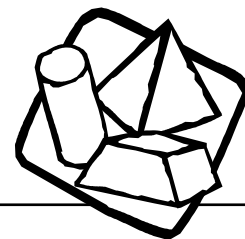


Copy Cats - Advanced



Use what you know about shapes to copy a friend's hidden picture.

What you need

Pattern Blocks or cut outs of various shapes (several copies of each shape)
Folder to act as a screen

What to do

1. Make sure all players have the same kind and number of shapes.
2. One player, the "Designer," creates a design behind a screen using at least 4 shapes (they do not all have to be different).
3. The Designer then tells the other players, the "Copycats," how to build the design without showing the design.
4. The Designer can only use characteristics of shapes and locations of the shapes in their description. They cannot use names.
5. Each Copycat can ask only 5 questions.
6. No peeking until Copycats think they have the right design.
7. When everyone is done, the Designer removes the screen and all the Copycats compare their designs.
8. Play continues clockwise around the table.

What to ask

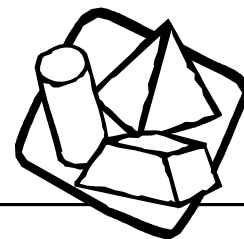
- When you were the copycat, what words helped you the most?
- What was difficult about playing this game?
- What could you do to play better?



Did you know?

Playing this game, you learn that some words and phrases have different meanings to different people. You must be aware of when you need to provide a better explanation as well as ask for more information from others. It is important not only in mathematics, but in daily life, to be able to provide clear instructions and to understand the instructions being given by others.





What's next?

- Make 3-dimensional designs to copy.
- Use many different shapes, including some that you might not know the name for, but could describe.
- Explain how to do another task like tying your shoes or drawing a picture.

To learn more

Grandfather Tang's Story

by Ann Tompert

By rearranging seven shapes cut from a square piece of paper, Grandfather Tang tells a story about shape-changing fox fairies.

http://www.primarygames.com/puzzles/match_up/shape_match/shape_match.htm

Shape Sorter – this game is a form of the classic Memory game where children have to match shapes with each other.

How it helps with school

Texas Essential Knowledge and Skills (TEKS) Standards

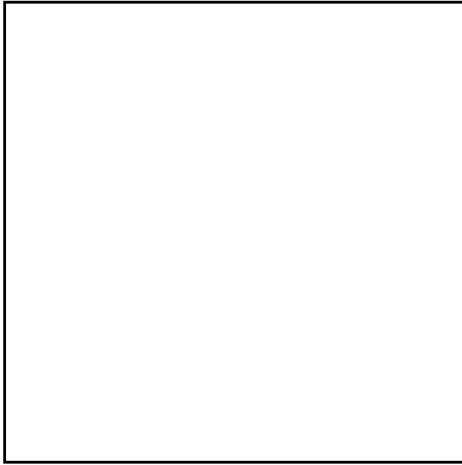
Geometry and Spatial Reasoning: 3.9A; 4.8C; 5.7

Underlying Processes and Mathematical Tools: 3.16B; 4.15B; 5.15B

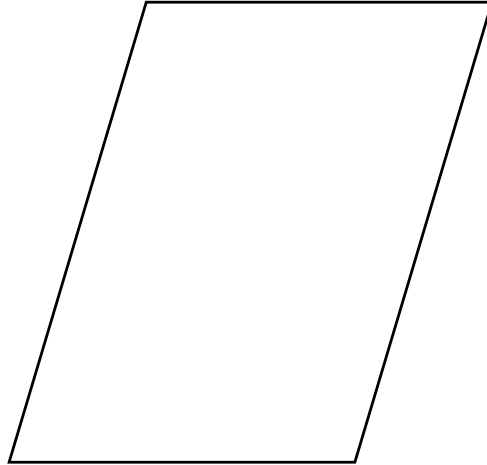
National Council of Teachers of Mathematics (NCTM) Standards

Geometry, Communication

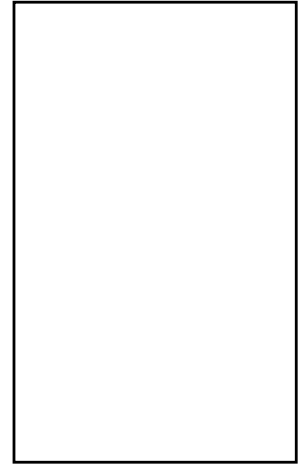
Copy Cats - Advanced



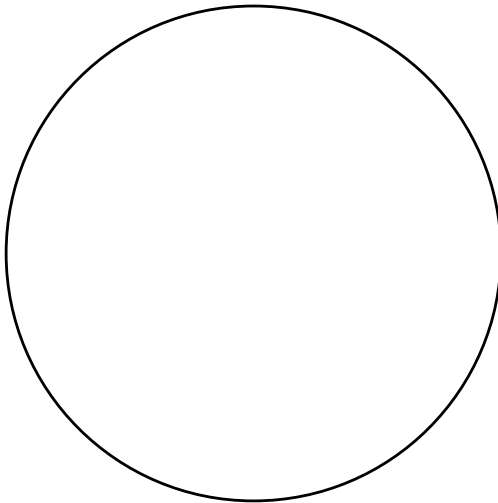
Square



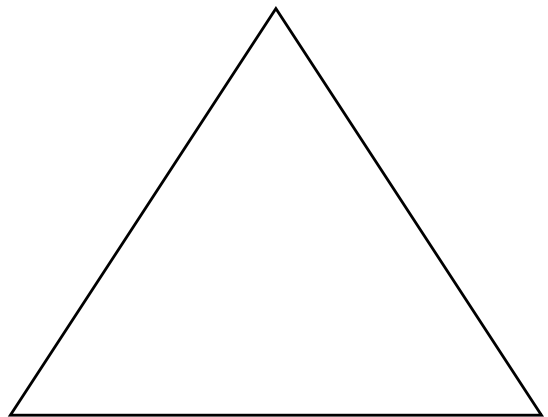
Parallelogram



Rectangle



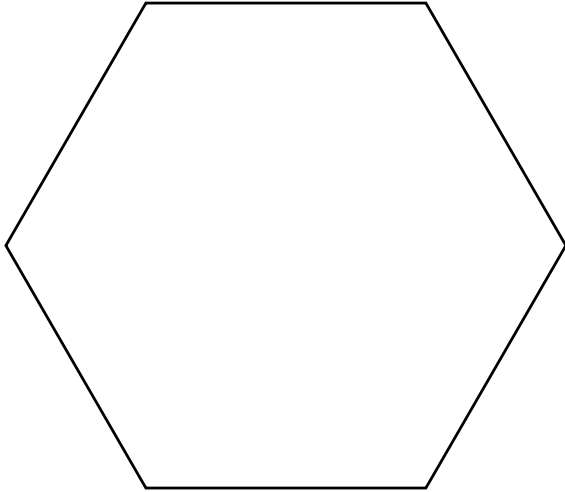
Circle



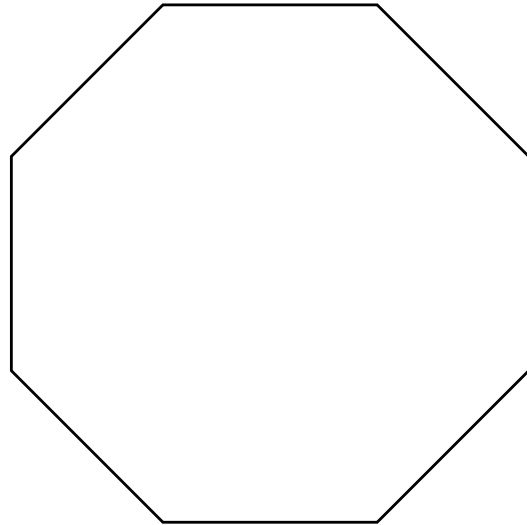
Triangle



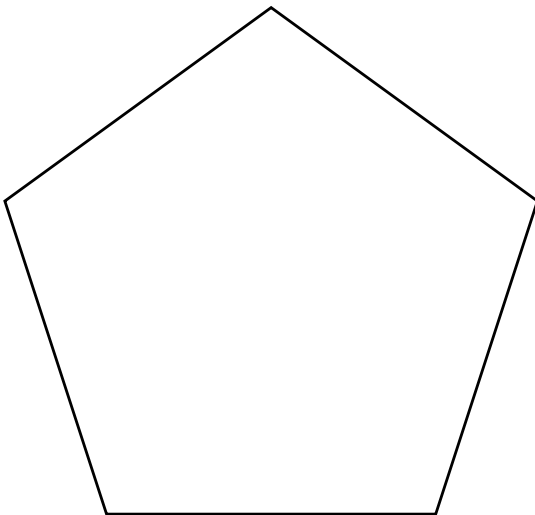
Copy Cats - Advanced



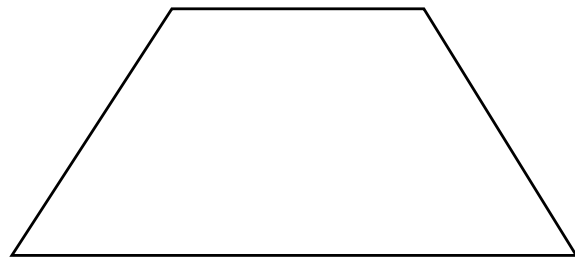
Hexagon



Octagon



Pentagon



Trapezoid

