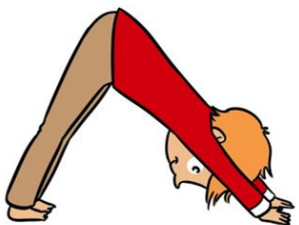


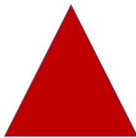

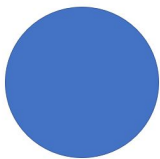






WHAT SHAPE ARE YOU?

Level	0 (Age group 4 – 5)
Resources Required	Shape cards
Alternate Options for the Resources	Create 6 shape cards with the shapes triangle, square, star, rectangle, circle, heart and line by: - cutting out pieces of paper the size of your palm - drawing the shape and writing its name below it as shown in 'Images'
Strand Covered	Shape and Measurements
Targeted Skills	Identify and describe basic shapes such as square, rectangle, triangle, circle, etc.
Inspired by	EAA
Time Required	10 minutes to prepare 15 minutes to play
Previous Learning Required	Knowledge of how the shapes look
Support Required	Medium support

Rules of the Game:

Goal	Help your team guess the shape by making it with your body
Rules	<p>Each player gets a turn to “act” out the shape with their body. Players are not allowed to speak when they are “acting” out the shape. Players cannot use only their fingers to make a shape. The team can discuss with each other and make only one guess per round If the player’s team is not able to make an accurate guess, the turn passes to the other team</p> <p>Points:</p> <ul style="list-style-type: none"> - For a first accurate guess, the team gets 2 points - For an accurate guess for a passed turn, the team gets 1 point - No points are given for inaccurate guesses. - Deduct 1 point if the actor speaks while acting out the shape.
Steps	<p>Step 1: The shape cards are placed in the centre and shuffled after every play</p> <p>Step 2: Players are divided into 2 equal teams</p> <p>Step 3: Player 1 from Team 1 will pick up a card with a shape drawn on it.</p> <p>Step 4: The player will then act out that shape with their body silently</p> <p>Step 5: Team 1 will discuss what shape it can be and then once they agree guess out loud</p> <ul style="list-style-type: none"> - If it is accurate, Team 1 gets 2 points and Team 2 plays.

	<ul style="list-style-type: none"> - If the guess is not accurate, Team 2 gets a chance to guess the shape that Player 1 was “acting” out – if they guess it accurately, they get 1 point – if they are not able to guess it accurately none of the teams gets any points - Record the points on a sheet of paper. <p>Step 7: The shape card is discarded and the deck is shuffled before a player from team 2 picks up a card to “act” out. Repeat step 3 – 5</p> <p>For example:</p> <ul style="list-style-type: none"> - If player 1 from team 1 picks the shape card with a triangle on it - Player 1 then silently makes a triangle with their body (as shown in the image) - Team 1 discusses and guesses that it is a triangle and gets 2 points. if Team 1 guessed incorrectly, Team 2 would get a chance to guess for 1 point
Images or Illustrations	<p>Body action for a triangle and some other shapes: (Note that players can demonstrate a shape using other poses as well.)</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>Triangle</p> </div> <div style="text-align: center;">  <p>Square</p> </div> <div style="text-align: center;">  <p>Star</p> </div> </div> <p>Shape Cards:</p> <div style="display: grid; grid-template-columns: repeat(4, 1fr); gap: 10px;"> <div style="border: 1px solid black; padding: 10px; text-align: center;">  <p>Triangle</p> </div> <div style="border: 1px solid black; padding: 10px; text-align: center;">  <p>Square</p> </div> <div style="border: 1px solid black; padding: 10px; text-align: center;">  <p>Circle</p> </div> <div style="border: 1px solid black; padding: 10px; text-align: center;">  <p>Star</p> </div> <div style="border: 1px solid black; padding: 10px; text-align: center;">  <p>Heart</p> </div> <div style="border: 1px solid black; padding: 10px; text-align: center;">  <p>Line</p> </div> <div style="border: 1px solid black; padding: 10px; text-align: center;">  <p>Rectangle</p> </div> </div>

Variations of the Game	<p>Instead of playing in teams, each player can just act out the shape for everyone else to guess. The audience player who guesses it accurately first gets 1 point and the player who acts it out gets 1 point – if no one guesses it, no one gets a point and the play is passed to the next player</p> <p>The shape cards can have the name of the shape with no image, instead of acting, the players can draw the shape and have their team guess it</p> <p>Have timed challenges to make the game more exciting. For example, each team will be given 5 minutes and they have to guess as many shapes as possible. The team that has the most number of guesses in the given time, wins.</p>
Enrichment	<ul style="list-style-type: none"> • Add new shapes to the game such as diamond, oval, crescent, etc. • Teams are not allowed to discuss before guessing the shape. • Teams can create their own shape card and challenge the other team to act it out. There can be 2 to 3 players acting out the shape. • Show an object to the actor - they have to act out any 2 basic shapes they observe in that object within a time limit of 5 minutes. For example, in a pencil box, the basic shapes observed are usually rectangles and squares. • The players can earn a bonus point if they add all the points they earned correctly.
Simplification	<p>Pairs of players can be given the shape card that they discuss and then collectively “act” for the other players to guess as shown in the examples below. Actors can be given a chance to adjust their pose in 2 minutes and each team can get 2 guesses per play.</p> 