



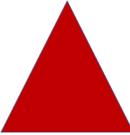
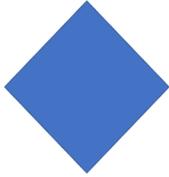
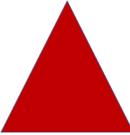
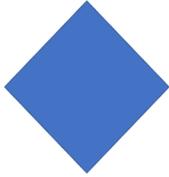
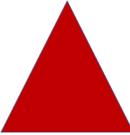
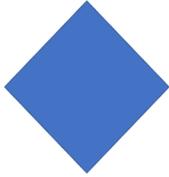
## TOOTHPICKS & CLAY

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<b>Level</b>	0 (Age group 4 – 5)
<b>Resources Required</b>	Toothpicks (many, 30 per student) Shape Cards (3 per student) Clay or playdough
<b>Alternate Options for the Resources</b>	<p>Instead of toothpicks, you could use matchsticks, twigs, or any short, straight items. If you use matchsticks, make sure to cut off the flammable ends.</p> <p>Below is a recipe for playdough:</p> <ol style="list-style-type: none"><li>1. 2 cups flour</li><li>2. <math>\frac{3}{4}</math> cup salt</li><li>3. 2 cups lukewarm water</li><li>4. 2 tablespoons of vegetable oil</li></ol> <p>To make shape cards:</p> <ol style="list-style-type: none"><li>1. Cut out pieces of paper about the size of your palm (3 per student playing the game).</li><li>2. Draw a simple shape and its name on each card. We recommend using some of the shapes in the Images/Illustrations section.</li></ol>
<b>Strand Covered</b>	Shapes & Measurements
<b>Targeted Skills</b>	Identifying shapes.
<b>Inspired by</b>	<a href="#">Pocket of Preschool</a>
<b>Time Required</b>	20 minutes (setup of the balls and cards) 15 minutes (to play the game)
<b>Previous Learning Required</b>	Knowledge of simple shapes (squares, rectangles, triangles, etc.)
<b>Support Required</b>	Medium supervision

Rules of the Game:



<b>Goal</b>	The first player to construct all of their shapes and earns the highest number of points wins.								
<b>Rules</b>	<p>For each correct shape constructed, the player gets two points.</p> <p>Each player is only allowed to attempt to construct the shape two times.</p> <ul style="list-style-type: none"><li>• If the correct shape is constructed correctly the first time, the players gets 2 points.</li><li>• If the shape is constructed correctly the second time, then the player gets one point.</li><li>• If the shape is constructed incorrectly, no points are earned.</li></ul>								
<b>Steps</b>	<p>Step 1: The teacher gives every student 3 shape cards face-down and access to clay/playdough and toothpicks.</p> <p>Step 2: When the teacher says “start”, students flip their cards face-up and try to make their shapes out of clay and toothpicks as fast as possible.</p> <p>Step 3: When a student thinks they have finished all of their shapes, they call the teacher over to determine their score. The toothpick can be used to obtain straight lines. Give the points as per the rules mentioned above.</p> <p>Step 4: Play many rounds of this game so that students see and practice with all of the different shape cards.</p>								
<b>Images or Illustrations</b>	<table border="1"><tr><td> Triangle</td><td> Square</td><td> Circle</td><td> Star</td></tr><tr><td> Diamond</td><td> Heart</td><td> Rectangle</td><td></td></tr></table>	 Triangle	 Square	 Circle	 Star	 Diamond	 Heart	 Rectangle	
 Triangle	 Square	 Circle	 Star						
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<b>Variations of the Game</b>	<p>Instead of having students construct shapes out of clay and toothpicks, students can draw shapes on paper or in sand as shown below.</p> 
<b>Enrichment</b>	<ul style="list-style-type: none"><li>● For students to win, they must also tell the teacher how many edges and corners each of their shapes have.</li><li>● Have students build more than 3 shapes each round (this will require more toothpicks and clay for each student).</li><li>● Make cards with more complex shapes, like heptagons, nonagons, decagons, crosses, and stars with more points.</li><li>● Have students try to construct a circle in a given amount of time. The student that makes a shape that looks most like a circle wins in the given time period wins.</li></ul>
<b>Simplification</b>	<ul style="list-style-type: none"><li>● Have students construct only 1 shape.</li><li>● Use only the simpler shapes, like squares and triangles.</li><li>● Have students work in pairs to construct their shapes.</li></ul>