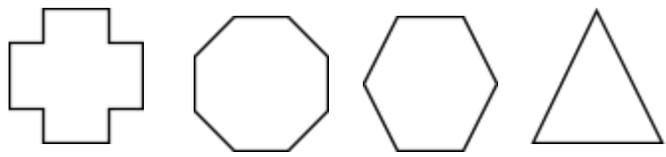
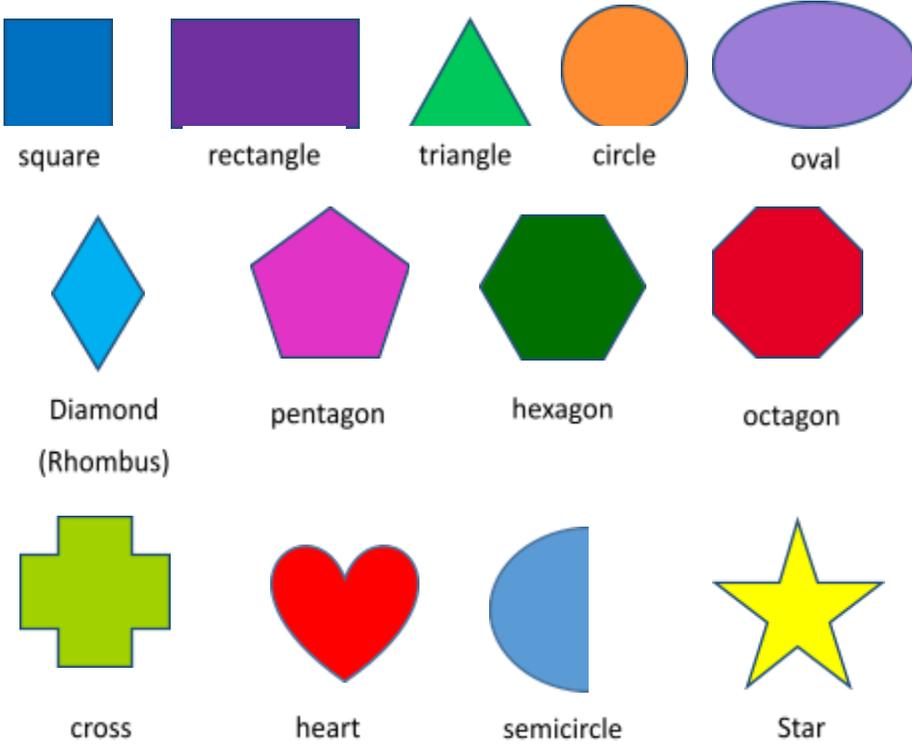


Yes or No (with Shapes)

Level	0 (Age group 4 – 5)
Resources Required	Deck of shape cards, or piece of paper, writing tool, and scissors
Alternate Options for the Resources	<p>To create a deck of cards, you can draw rectangular cards approximately the size of your palm with a ruler. A regular sheet of paper fits about 12 cards. We recommend making at least 12 cards for this activity. On each card, draw different shapes (triangle, square, rectangle, pentagon, circle, star, etc.).</p> 
Strand Covered	Shapes and Measurements
Targeted Skills	Recognizing shapes
Inspired by	Third Space Learning – Emma Johnson
Time Required	Set up time 15 minutes Game time under 30 minutes
Previous Learning Required	Knowledge of shapes and their properties
Support Required	Medium supervision

Rules of the Game:

Goal	Guess your shape.
Rules	Every player is given a shape that they can't see. Players can ask other players questions to figure out their shape. Players can only ask yes or no questions.
Steps	<p>Step 1: Show players all the possible shape cards.</p> <p>Step 2: Give each player one shape card, and have the player place the card on their forehead without looking.</p> <p>Step 3: The teacher partners students together, or students can move around the room to find their own partners. If there is an odd number of students, create one group of 3 students.</p> <p>Step 3: Players take turns asking each other one yes or no question (e.g. Does may shape have 3 sides?, Does it have curves?, Do you see this shape in the classroom?, etc.)</p> <p>Step 4: After each turn, a player can choose to guess their shape.</p> <p>Step 5: The winner is the person who guesses their shape first.</p>

<p>Images or Illustrations</p>	<p>Examples of Shapes:</p>  <p>square rectangle triangle circle oval</p> <p>Diamond (Rhombus) pentagon hexagon octagon</p> <p>cross heart semicircle Star</p>
<p>Variations of the Game</p>	<p>Make many different cards, or a separate deck for each pair of players. When a player guesses correctly, they draw a new card without looking, and both players continue guessing. The winner is the player who guesses the largest number of cards correctly within a given amount of time.</p>
<p>Enrichment</p>	<p>You can make any cards you want for this game. You can use more specific or challenging shapes, like right triangles, isosceles triangles, trapezoids, heptagons, nonagons, decagons, etc. You can also use different mathematical (and non-mathematical) objects, like numbers, operations, animals, plants, toys, etc.</p>
<p>Simplification</p>	<p>Use only simple shapes, like squares, rectangles, triangles, and circles. As students become more confident with these shapes, add in a new shape. Keep adding in new shapes until students are playing with a full deck.</p>