

Famous Shapes

1. Draw some 2-D figures onto card.
2. Choose three pupils to stand in front of the class.
3. Without them looking, stick either a figure or a written word onto their foreheads so that the rest of the class can see them clearly.
4. The three pupils take turns asking questions to determine what shape they are.
5. Pupils can only ask questions to which the answer is yes or no, for example:
'Do I have any curved edges?; Do I have three vertices?'
6. Once comfortable with the game, pupils can play this game in small groups or pairs.

Extension

To extend this activity, write the names of the 2-D figures on card rather than drawing them. This requires pupils to visualise the figures in their heads in order to determine their properties.

