

Shape Hunt

(Adapted from PDST Shape and Space Manual p. 36 to 38)

Objective: Sort describe and name 3D Shapes including cube, cuboid, sphere and cylinder

Note: Pupils have had experience looking at real regular/irregular 3D objects identifying properties and characteristics and sharing with their class (e.g. how are these objects the same/different? Show me an object that rolls/does not roll) through teacher modelling correct or formal language.

Activity:

1. Select a location in the home (e.g. the kitchen or sitting room)
2. Show pupils a 3D object from your online platform (e.g. setting a task on Seesaw)
3. The teacher could explain the task as follows, “Hello boys and girls, I have a box (cuboid) in my hand. Could you find an item in your kitchen that is a cuboid?”
4. Pupils then hunt for a similar object in their home and upload it to their e-portfolio/worksheet
5. Repeat this for all 3D objects (cube, cuboid, sphere and cylinder)

Extension:

1. Ask pupils to name or find a suitable name for the object found on the hunt
2. Pupils try to name as many of the properties of the objects (eg. The cuboid has edges, faces and corners)
3. Reference could be made to the 2D figures within the 3D objects
4. Teacher can set task using digital platform and ask pupils to respond with properties. The following questions can be used as a guide

