

Shelter Classroom Kit

Primary lesson plan

Maths

In Scotland:

Early and First level, Mathematics

Shape, position and movement, MTH 0-16a

Shape, position and movement, MTH 1-16a

In England:

KSI, Year 1, Block B:

Understanding shape

Experiences and outcomes:

- **Shape, position and movement, MTH 0-16a:** I enjoy investigating objects and shapes and can sort, describe and be creative with them
- **Shape, position and movement, MTH 1-16a:** I have explored simple 3D objects and 2D shapes and can identify, name and describe their features using appropriate vocabulary

Objective:

- Help children visualise and name common 2-D shapes and 3-D solids, describe their features and use them to make patterns, pictures and models.
- 1 Ask the class to name the shapes they can see on the whiteboard– label them once identified.

- 2 Now look around the classroom – can you see any of the shapes from the whiteboard? (eg. table, window, door, exercise book, clock)? How about out of the window (eg. any pointed roofs, tower blocks, billboards, street signs)?

- 3 What kinds of shapes make up a house? Play the **drag and drop game** with the shapes on the whiteboard to make a picture of a house. Children could take it in turns or call out instructions and encouragement to the teacher. What happens if you put two squares together? Two triangles together?

- 4 On the interactive whiteboard, play the **shape counting game**. How many can the class spot?

- 5 You could repeat the activity for 3-D solids (cube, pyramid, cone, cylinder, sphere). To help describe them you could bring in prompts like an orange, ice cream cone, Toblerone piece, toilet roll, soup tin.

- 6 You could round off the lesson by inviting the class to make their own houses using paper shapes they've created themselves. You could also link this with our KSII D&T lesson plan, which is a 3D model building activity.

