

Maths: 2D Shape - Week Beg 5.1.21

These lessons are best followed in order.

Teach

Activities

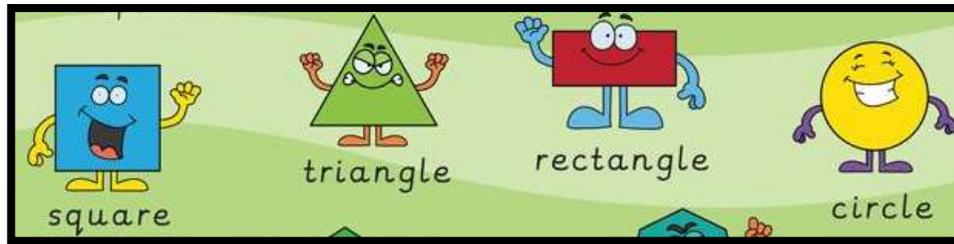
Tues

Outcome: Reintroduction to 2D shape. CGP book. Page 62 and 63

Lesson
1

Teach: Have your child watch the 'Lesson 1 Teacher Video'. This will remind them of what 2D shapes are, some basic 2D shapes and their properties.

USE CGP BOOK. Look through page 62, to reinforce that a triangle has 3 sides and corners, square has 4 sides and corners (all sides the same), rectangle has 4 sides and 4 corners (opposite sides the same) and circle has 1 side (curved) and 0 corners.



Still using page 62 (bottom of the page) point out how 2D shapes can look different but still be the same 2D shape.

Next get your child to attempt the activity on page 63. You might need to help your child read the instructions.

Complete page 63 of the CGP Year 1 Maths Book.

Thurs

Outcome: Shape hunt (either in the house, outside or both)

Lesson
3

Teach: Have your child watch the 'Lesson 3 Teacher Video'. This will go over the 2D shapes we have learnt about and outline the below task.

Use Lesson 3 slides to reinforce if you need. Today the children will go on a shape hunt either around the house, or outside the house or both if they fancy. They will look to spot things around them that are 2D shaped or that contain 2D shapes. (You might spot windows that are rectangles, road signs that are circles or octagons etc etc) They can keep count using their 'Shape Hunt Tick' sheets. This means that when they spot a triangle, they put a tick in the triangle section and so on.



Go on a shape hunt and tick off what shapes you see.

(If you are unable to print this, it can be drawn out quickly for the child)

Challenge: What shape did you spot the most? What shape did you spot the least?

Fri

Outcome: Create a dragon by using 2D shapes.

Lesson
4

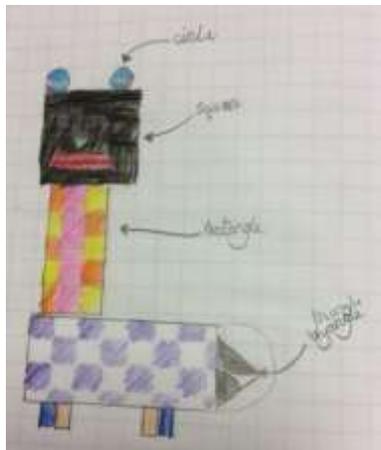
Teach: Have your child watch the 'Lesson 4 Teacher Video'. This will be a 2D shape quiz and will also explain and demonstrate the below task.

This week in English we are learning about St George and his fight against a dragon. So in maths we will use the 2D shapes we've learnt about to create a dragon.

Option 1 - Create dragon head (like the one below) using 2D shapes print out provided.



Option 2 - Create an entire dragon (like the one below) by drawing and colouring 2D shapes.



Cut and stick OR draw 2D shapes to create a dragon.

Challenge: Label one of each type of 2D shape you have used.