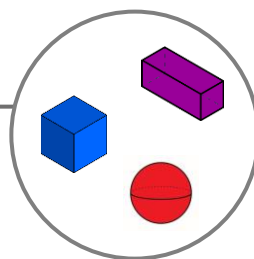


## 3D Shapes



**Guess the Shape:** An activity for pairs or a group to be used in class or intervention to practise recognising and naming 3D shapes.

**Resources:** You will need a tuff tray and a variety of different 3D shapes (cube/cuboid/sphere/cone/cylinder/pyramid).

**Activity:** Place the tray containing the 3D shapes in the centre of the group. Ask children to close their eyes. Choose one child to remove a 3D shape from the tray and hide it behind their back. After the others have opened their eyes, that child can then give clues to describe the shape they have chosen. Encourage the use of mathematical language to describe the shape. The rest of the group are then able to guess which shape has been selected. Whoever identifies the correct shape, earns one point. The winner is the child with the most points.

### Example:

All children close their eyes. One child is chosen to open their eyes, select a shape from the tray and hide it behind their back.

**Player 1:** Removes a cuboid from the tray.

All other children open their eyes.

**Player 1:** "My shape looks like a box."

Other children try to guess the name of the missing shape.

**Player 1:** "The shape has 6 flat faces."

Other children continue to guess. More clues can be given if necessary.

**Player 2:** Guesses the shape is a cuboid and earns one point.

Repeat game until all 3D shapes have been used.