

Supporting Activities

Recognise 2D and 3D Shapes



Shape Bingo: An activity for a pair or group to be used in class or intervention to practise recognising 2D and 3D shapes.

Resources: You will need a box, small pieces of paper and the following 2D and 3D shapes: square, circle, triangle, rectangle, pentagon, hexagon, octagon, sphere, cube, cuboid, cone, cylinder, pyramid.

Activity: Write the name of each shape on an individual piece of paper. If more than 13 shape names are needed, use some more than once. Share the pieces of paper equally between the children and ask them to place the names face up in front of them. Place all the shapes in a box and hold up one at a time. If the children have the name of that shape on one of their pieces of paper, they turn the piece over. The winner is the first child to turn over all their pieces of paper.

Example:

Round 1: A cube is held up. Player 1 turns over the word 'cube'.

Player 1	<input checked="" type="checkbox"/> cube	<input type="checkbox"/> square	<input type="checkbox"/> circle	<input type="checkbox"/> octagon
Player 2	<input type="checkbox"/> rectangle	<input type="checkbox"/> cuboid	<input type="checkbox"/> hexagon	<input type="checkbox"/> cone
Player 3	<input type="checkbox"/> sphere	<input type="checkbox"/> pentagon	<input type="checkbox"/> triangle	<input type="checkbox"/> cylinder

Round 2: A triangle is held up. Player 3 turns over the word 'triangle'.

Player 1	<input type="checkbox"/>	<input type="checkbox"/> square	<input type="checkbox"/> circle	<input type="checkbox"/> octagon
Player 2	<input type="checkbox"/> rectangle	<input type="checkbox"/> cuboid	<input type="checkbox"/> hexagon	<input type="checkbox"/> cone
Player 3	<input type="checkbox"/> sphere	<input type="checkbox"/> pentagon	<input checked="" type="checkbox"/> triangle	<input type="checkbox"/> cylinder

The game continues until one child has turned over all their shape names.