

Mix-Freeze-Group

Purpose:

This game gives students an opportunity to develop and use $3-5^{th}$ grade geometry based math vocabulary,

How To Play (whole group or small group):

*Pass out one card to each student.

*Teacher says "Mix!" & students stand up, walk around and trade cards with other students. Before they can trade cards they must read their cards and/or describe their picture aloud to their partner (Ex: I have "Lines that bisect each other at right angles."). This will help develop fluency with reading and using these mathematical terms. They must continue to trade cards with as many students as possible until teacher says "Freeze!"

*When teacher says "Freeze!" all students stop.

*Teacher says "Group!" & students need to form groups of three by finding the 2 other cards that correspond with their card. When they have found their group, they sit down together.

*Quick check...have each group stand up and share their cards, the rest of the class determines if their grouping is/is not accurate and discuss why/why not.

Add this Game to your Math Workshop!!! Geometry Memory Game

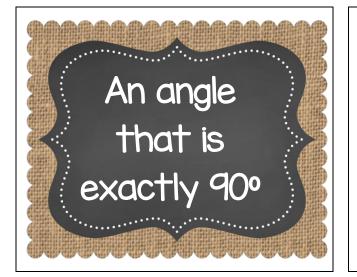
1-4 Players

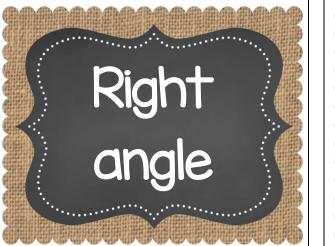
Print playing cards and back them with 3 different colors of construction paper (for example: put all the "definition cards" on blue, the vocabulary cards on black and the picture cards on green) & laminate for durability.

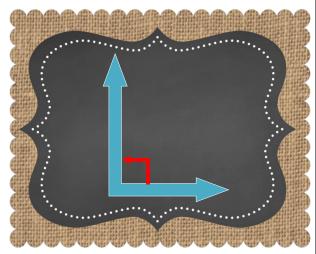
Have students put all the cards face down in an array. The student will turn over one card in each color (i.e. one blue, one black & one green card). They are trying to find the cards that match. If they make a match they get to keep the cards and it is the next player's turn. If they do not make a match, the player turns the cards face down again and it is the next player's turn. The player who has the most cards at the end wins...they can go first on the next round.



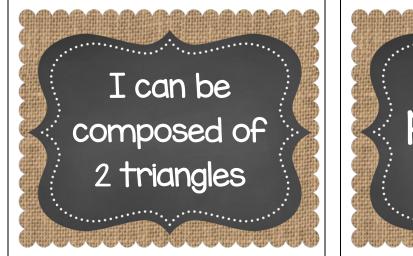




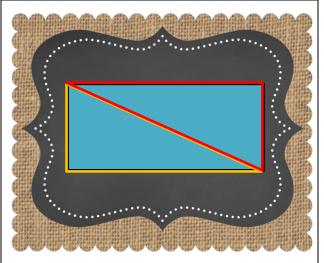


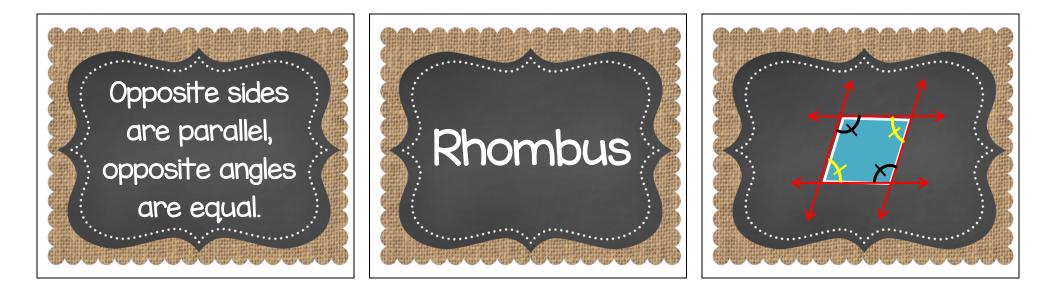


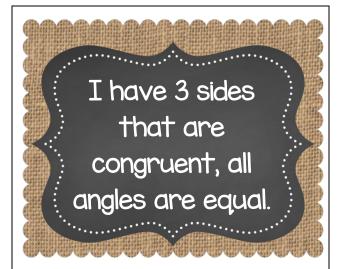




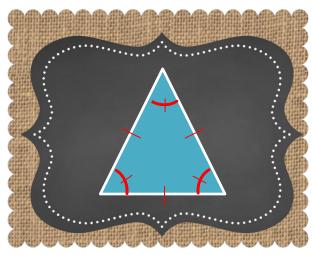




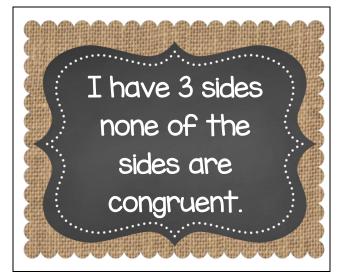




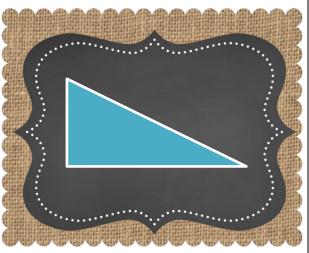








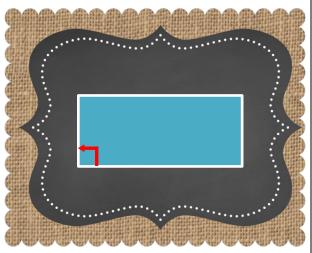


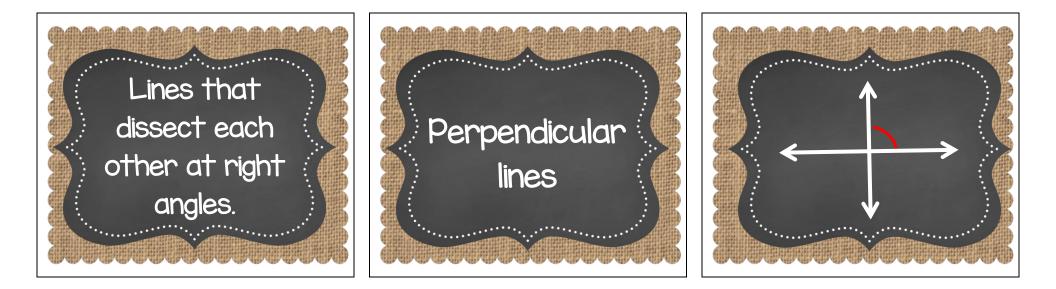


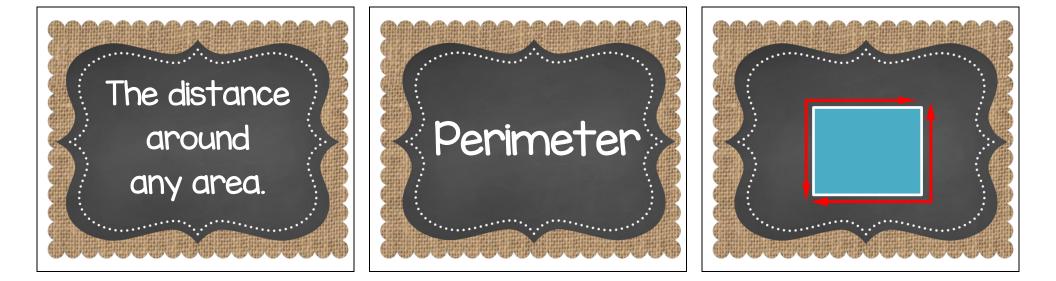


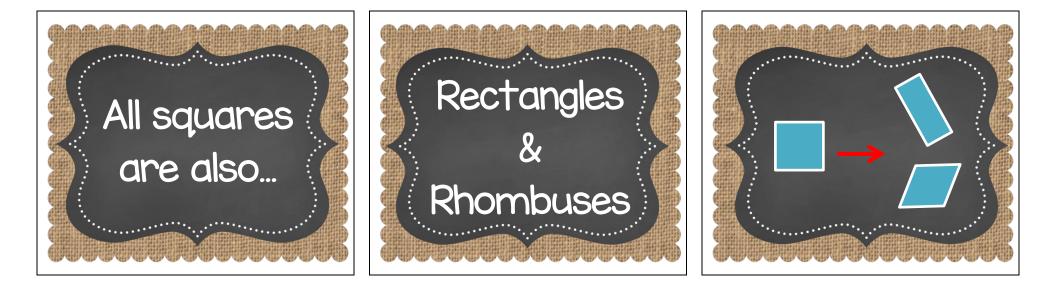




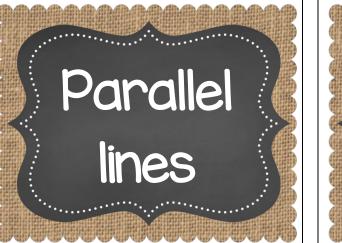


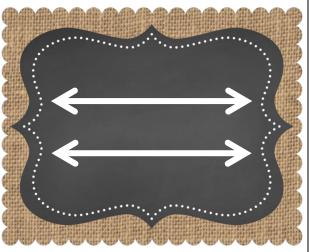


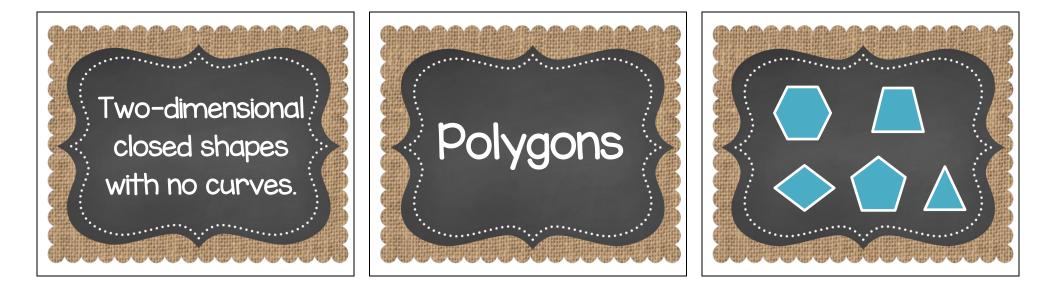


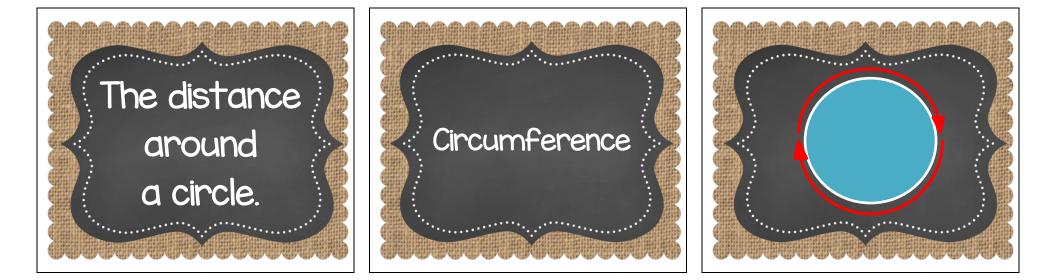








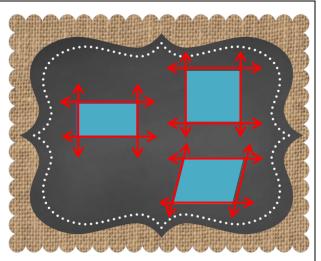














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