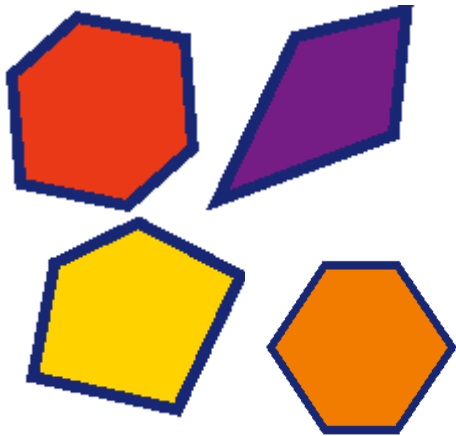


## 2D Shapes Board Game Stage 2 Teaching Notes

### Oval, quadrilateral, pentagon, hexagon, octagon.



This game is for pupils new to English. It is designed to help them learn the names for 2D shapes and to recognise their properties. It will also reinforce language for colours, size and numbers from 1-40.

#### Items to be printed

1. 4 sheets of A4 base board.  
These will make up the playing board of the 2D shapes game.  
*These sheets also make up the playing board for the Stage 1 Shapes board game. Therefore if you have already printed that game, you do not need to print the first 4 pages.*
2. 3 sheets of A4 playing cards.  
Each sheet has 9 playing cards.  
This will make 27 cards in total.
3. 1 sheet of A4 with 5 large shapes. These can be used to talk about the properties of shape.
4. 1 sheet of A4 shape names.
5. 3 sheets of A4 teaching notes.

#### How to make it up

1. Collect all the sheets of A4 for the playing board. Use the grey guidelines to trim the edges of each sheet. Laminate the trimmed pages separately. Next put the four laminated

sheets together to make up the board. Use sellotape to attach the board together.

2. Laminate the 3 sheets of playing cards and cut the cards up along the guide lines.
3. Laminate the sheet with shape names on and cut up.
4. Laminate the sheet with the shapes and cut around each shape.
5. Laminate the teaching notes for reference.

#### Language

##### Shapes

oval  
quadrilateral  
pentagon  
hexagon  
octagon  
side  
corner/vertices  
curved  
straight  
big/large  
little/small

## Turn Taking Language

Please can I have the dice?  
Is it my turn?  
Whose turn is it now?  
How many more do you need?  
Where are you?

## Positional Language

Move on  
Move forward  
Move back

## Descriptive Language

What shape is this?  
What colour is it?  
How many sides does it have?  
How many corners does it have?

## You will also need

- A dice
- Counters

## How to play the game

Teacher/teaching assistant with 2 – 4 children. Please include children with a good command of English who can act as role models.

- First look at the laminated large shapes and teach pupils the names of the shapes. This is a good opportunity to identify how many sides each has, and how many corners.
- Pupils choose their counters and place them at start.

- The teacher/teaching assistant holds the shape cards.
- Each pupil takes it in turn to shake the dice and moves forward the number of squares indicated.
- When a pupil lands on a blue square they must take a card.

To do this they must ask the teacher/teaching assistant:

*Please may I have a card?*

The pupil must first identify the shape on the card. The

teacher/teaching assistant asks:

*What shape is this?*

The pupil replies:

*It's a pentagon.*

The pupil then reads (with help if necessary) the instruction and follows it.

Their next turn will start from where they landed.

- The winner is the first to reach the finish square.

## Follow up activities

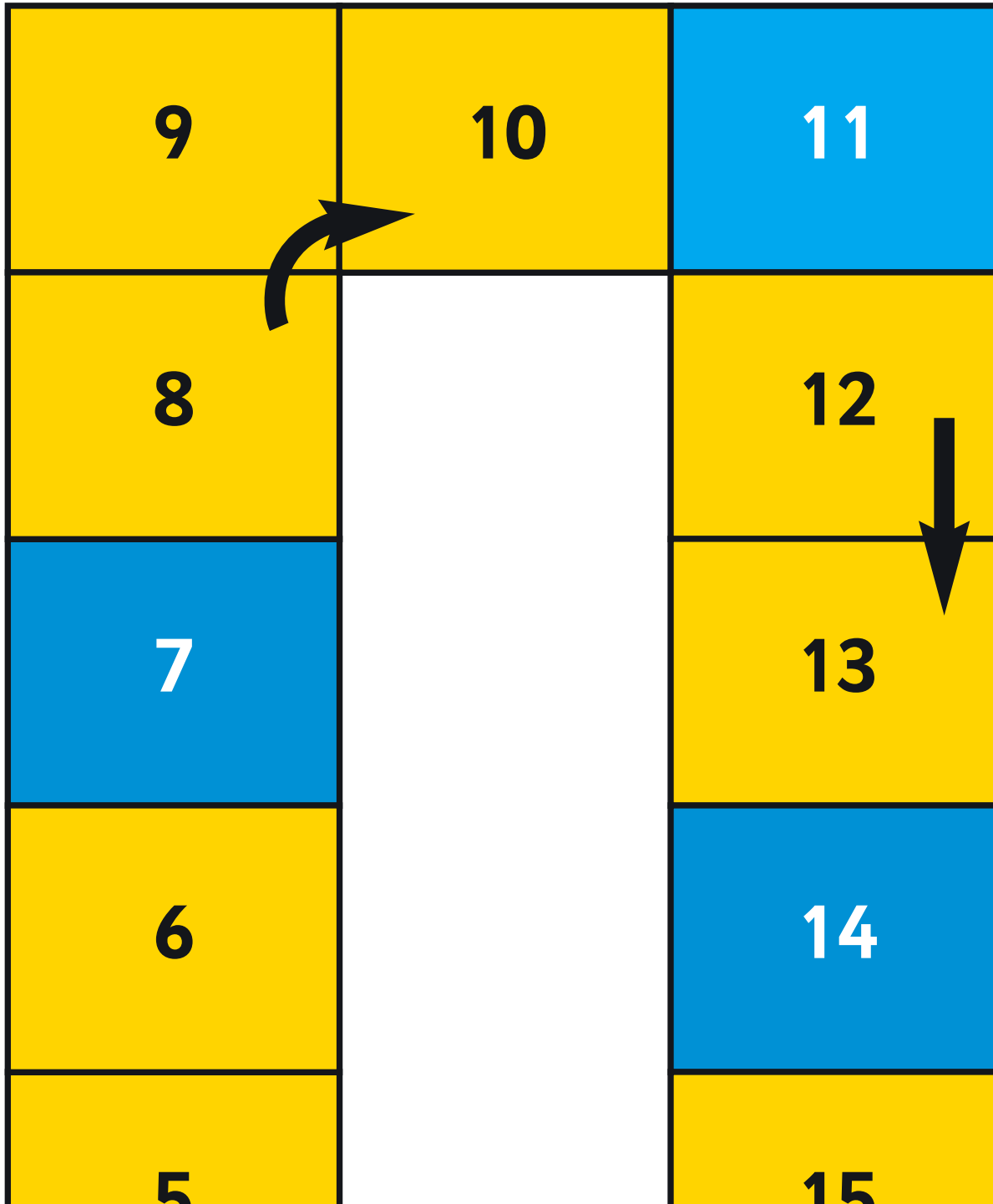
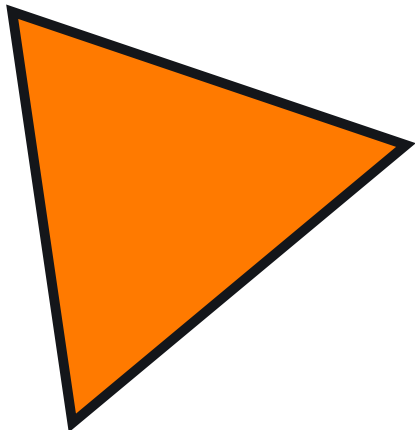
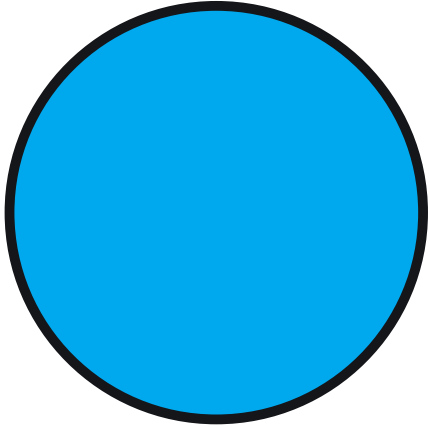
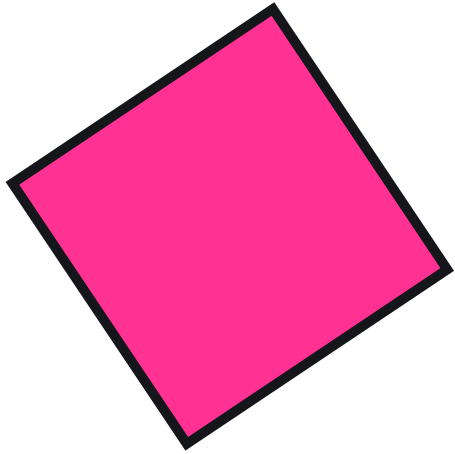
- Use the playing cards and ask pupils to put a set of shape cards (eg octagons) in order from the smallest to the largest.
- Use the large shapes and ask pupils to match the shape with the shape name.

## Funded by

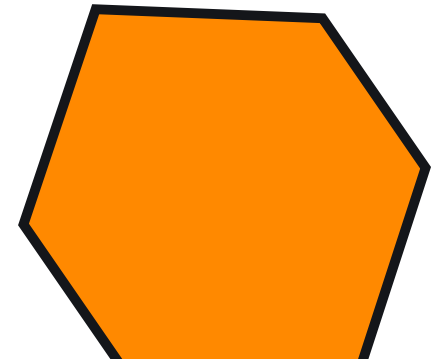
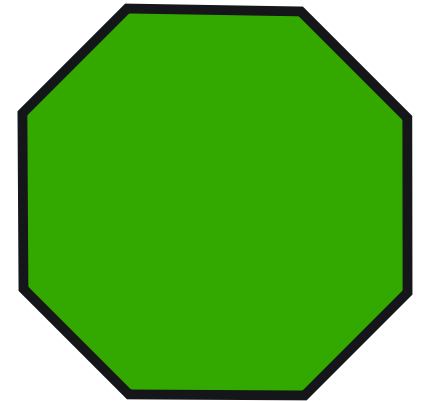
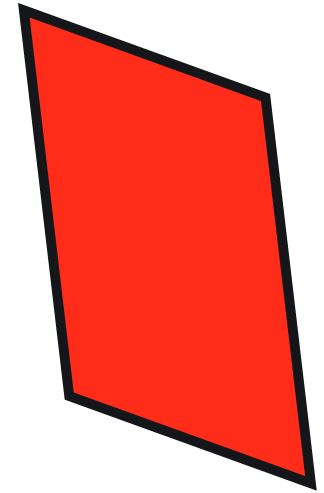


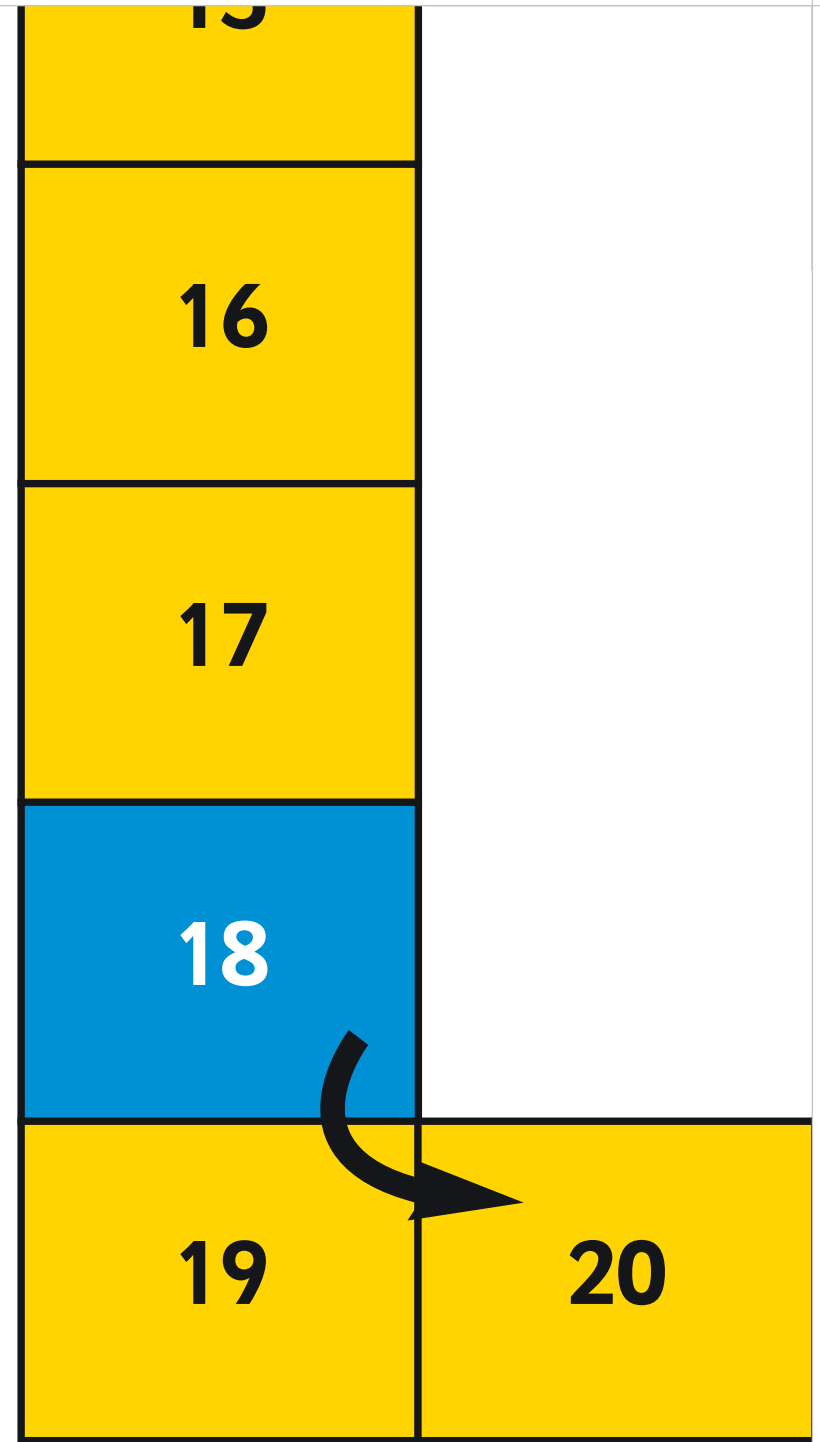
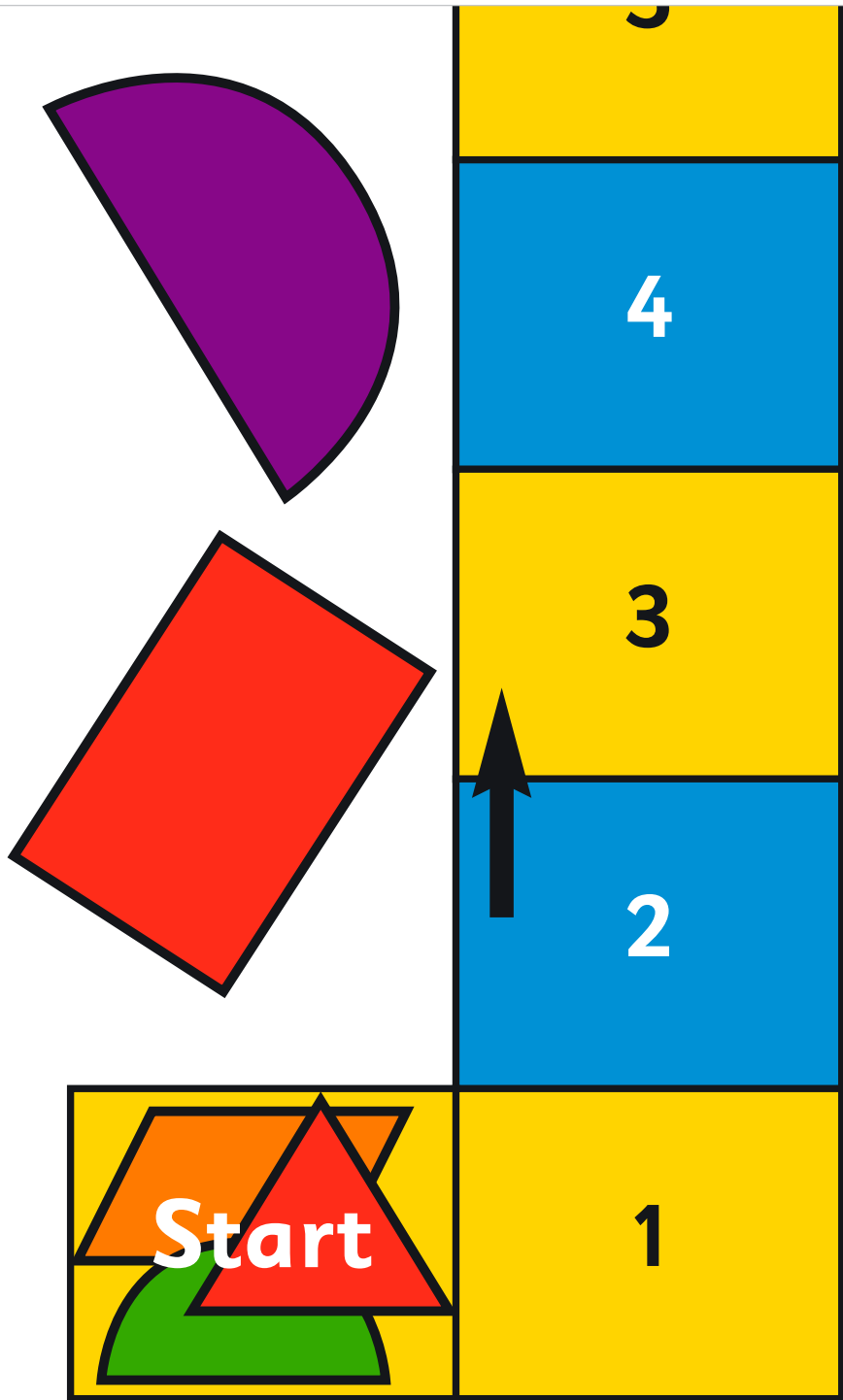
2D Shapes Board Game Stage 2: Judith Longstreth  
Additional Materials and Editors: Harvinder Bilkhu,  
Deborah Barkham  
Bristol EMAS: October 2005  
Designed by Bristol City Council, Corporate Design

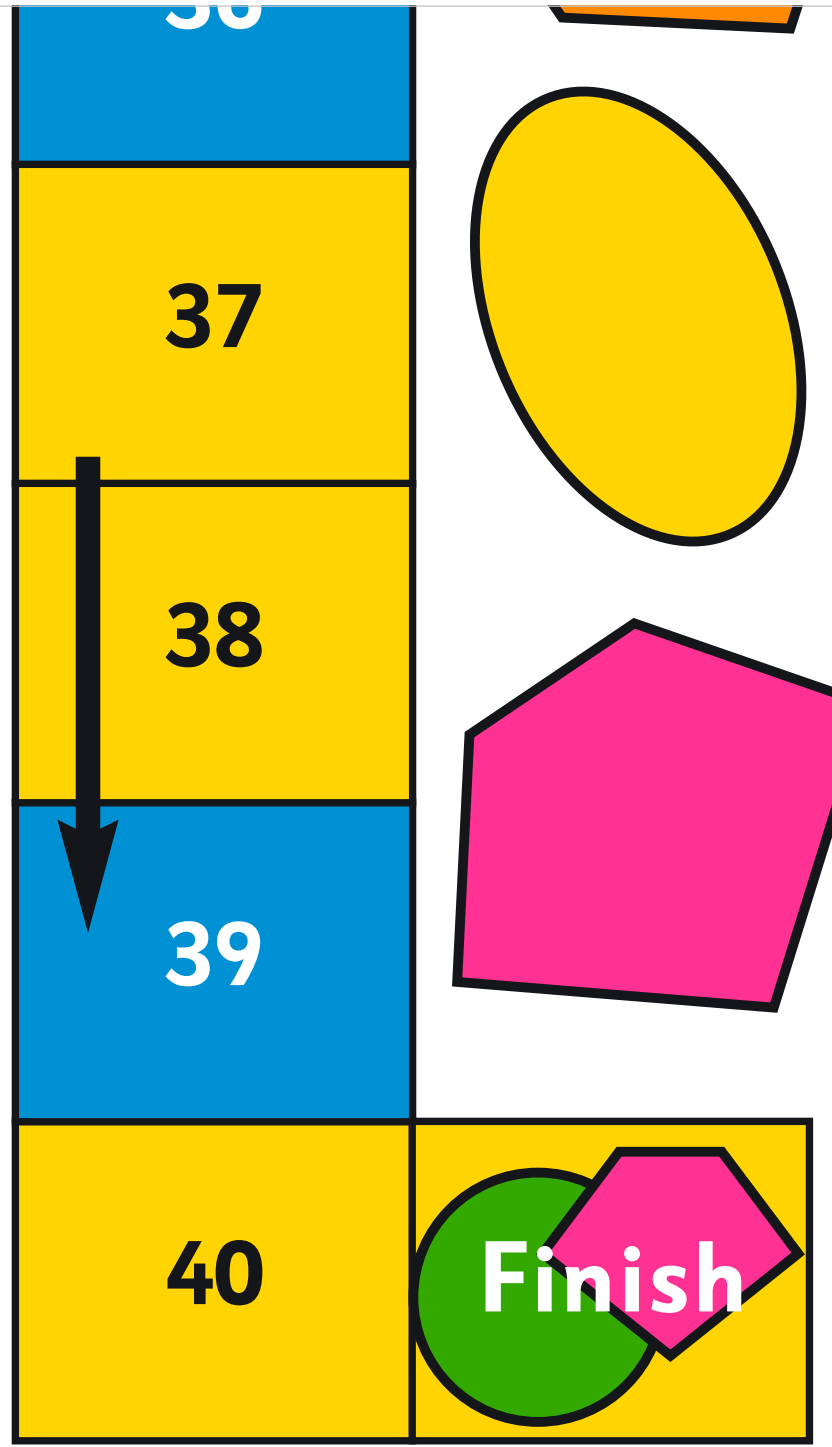
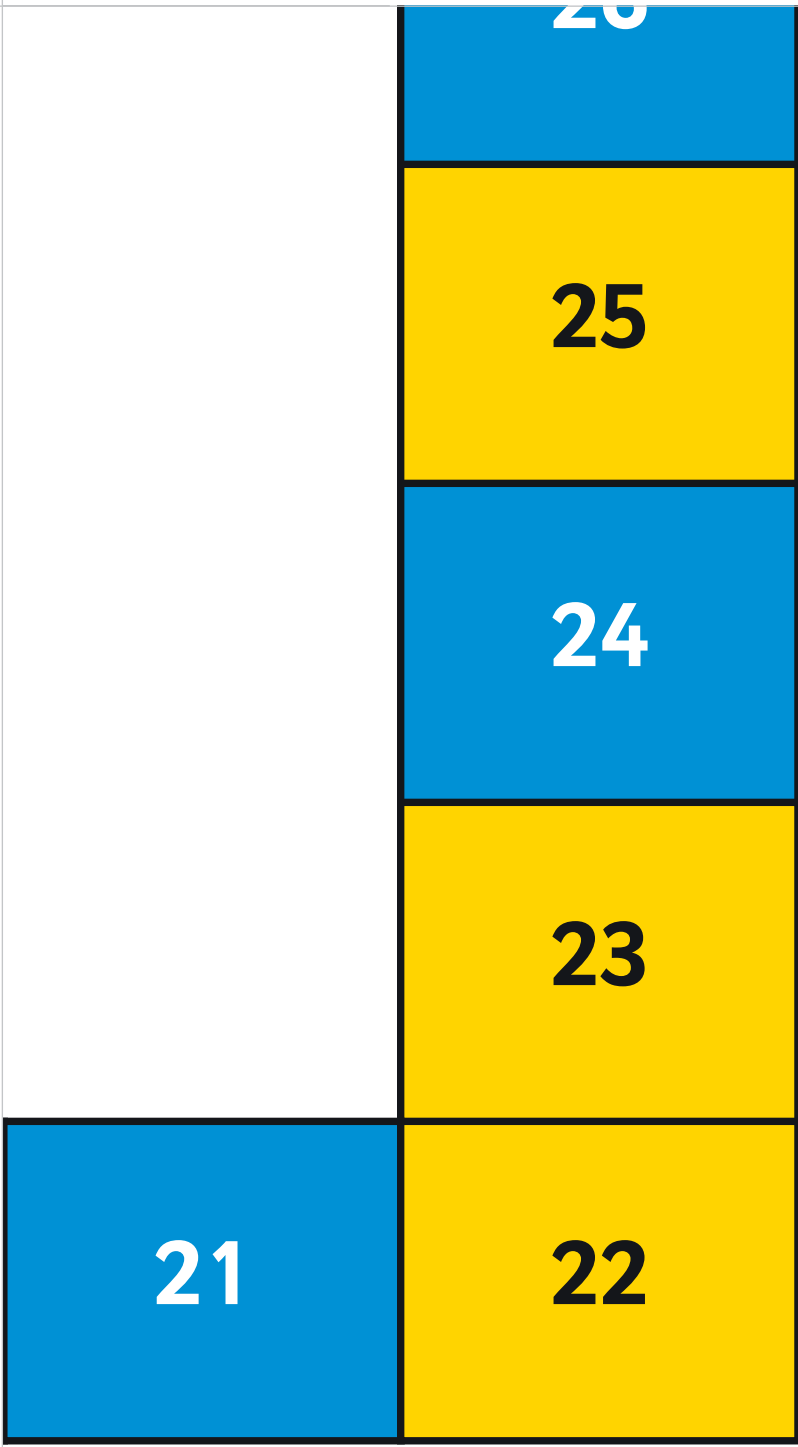
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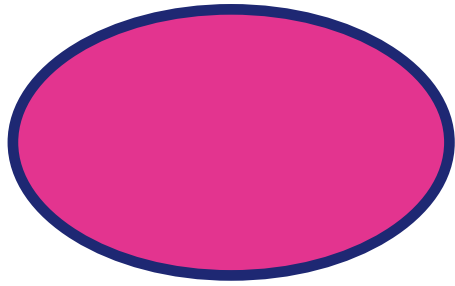
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26		36







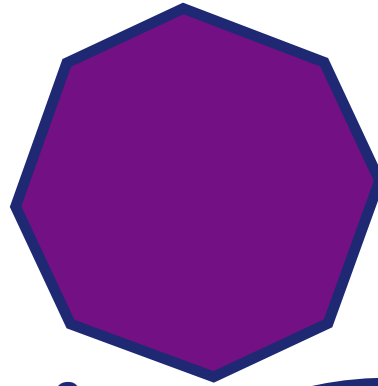
oval



Move back 1 space



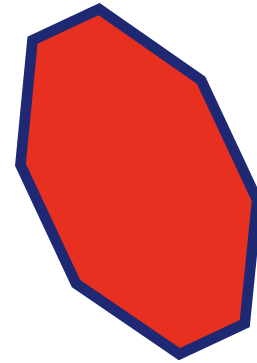
octagon



Move on 2 spaces



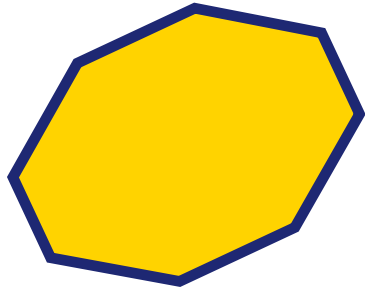
octagon



Move on 2 spaces



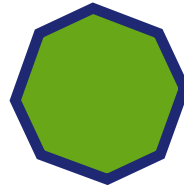
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Move on 2 spaces



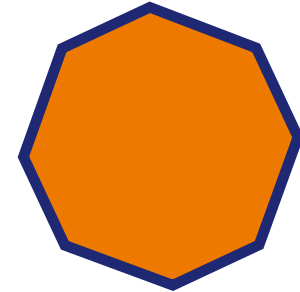
octagon



Move on 2 spaces



octagon



Move on 2 spaces



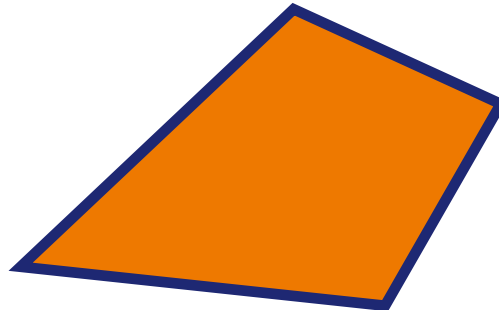
quadrilateral



Move on 4 spaces



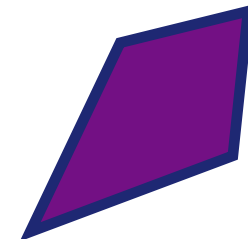
quadrilateral



Move on 4 spaces



quadrilateral



Move on 4 spaces





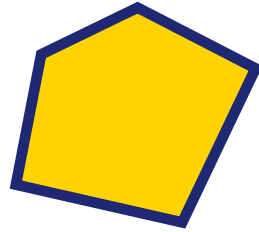
pentagon



Move on 1 space



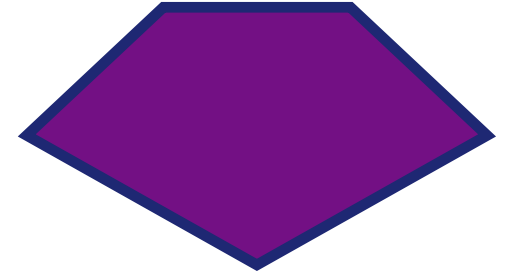
pentagon



Move on 2 spaces



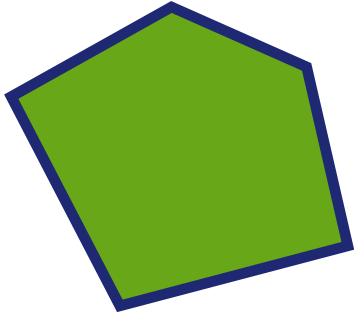
pentagon



Move on 2 spaces



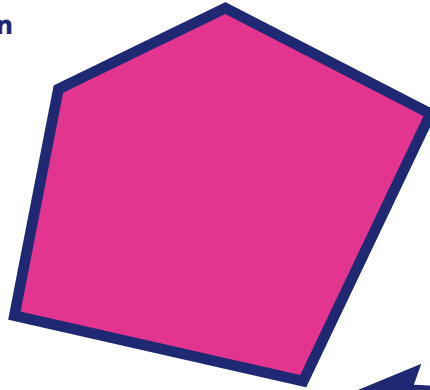
pentagon



Move back 2 spaces



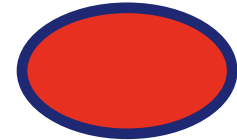
pentagon



Move back 2 spaces



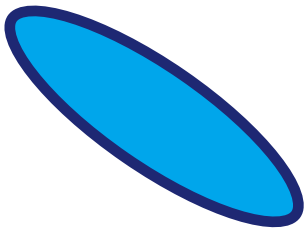
oval



Move on 2 spaces



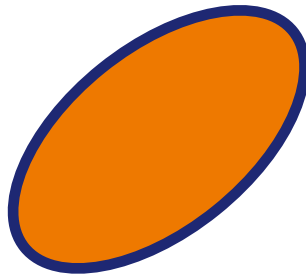
oval



Move on 4 spaces



oval



Move on 4 spaces



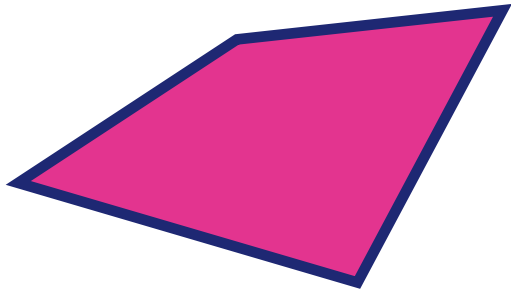
oval



Move on 4 spaces



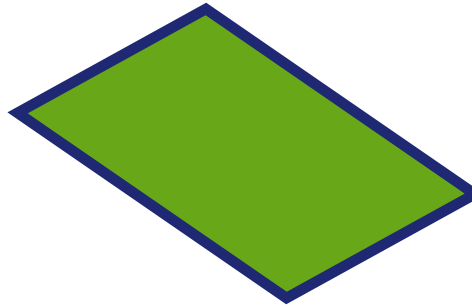
quadrilateral



Move back 4 spaces



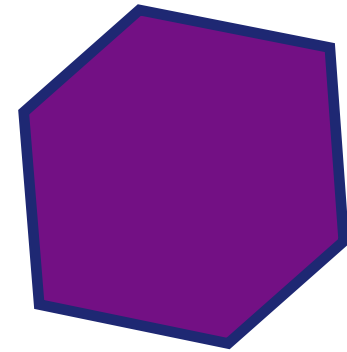
quadrilateral



Move back 4 spaces



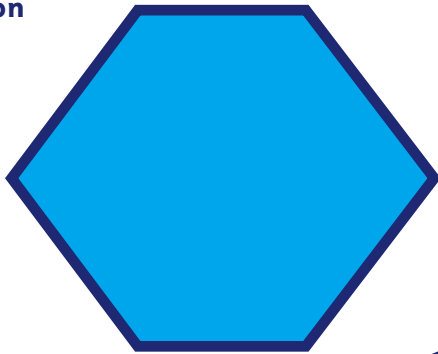
hexagon



Move on 3 spaces



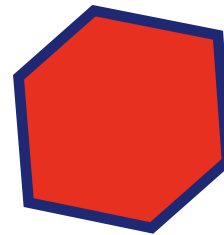
hexagon



Move back 3 spaces



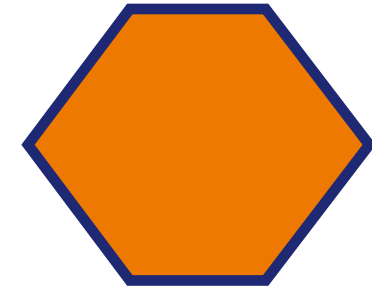
hexagon



Move on 3 spaces



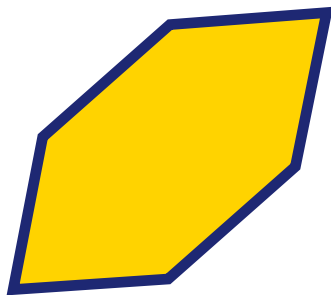
hexagon



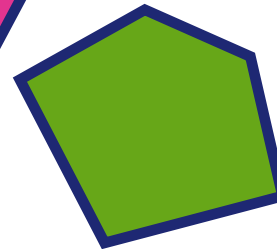
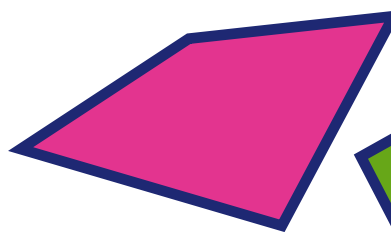
Move on 3 spaces



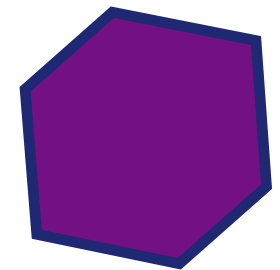
hexagon



Move back 3 spaces

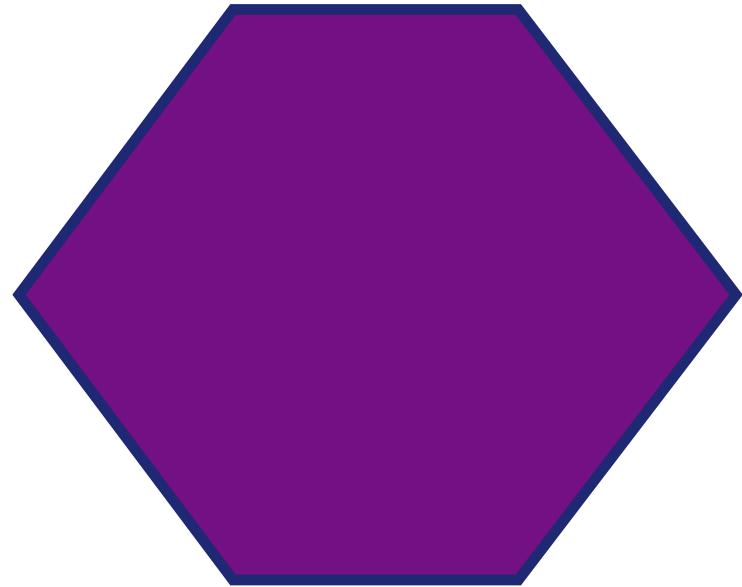
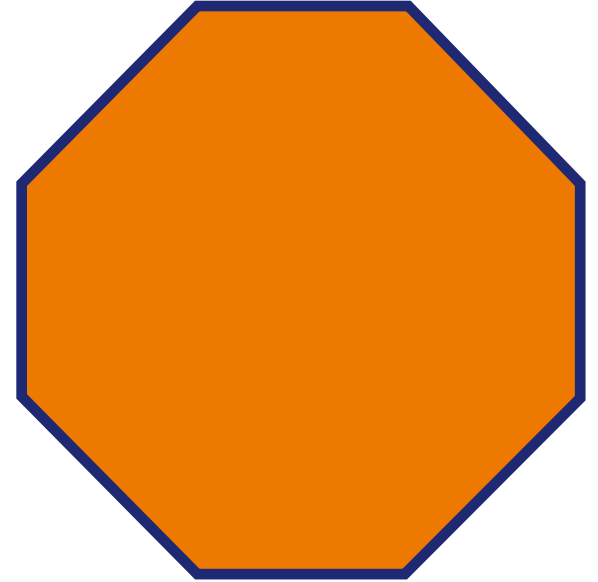
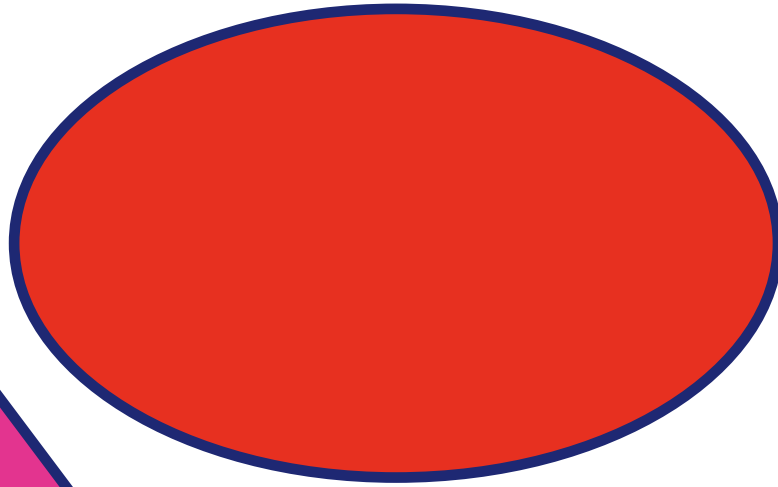
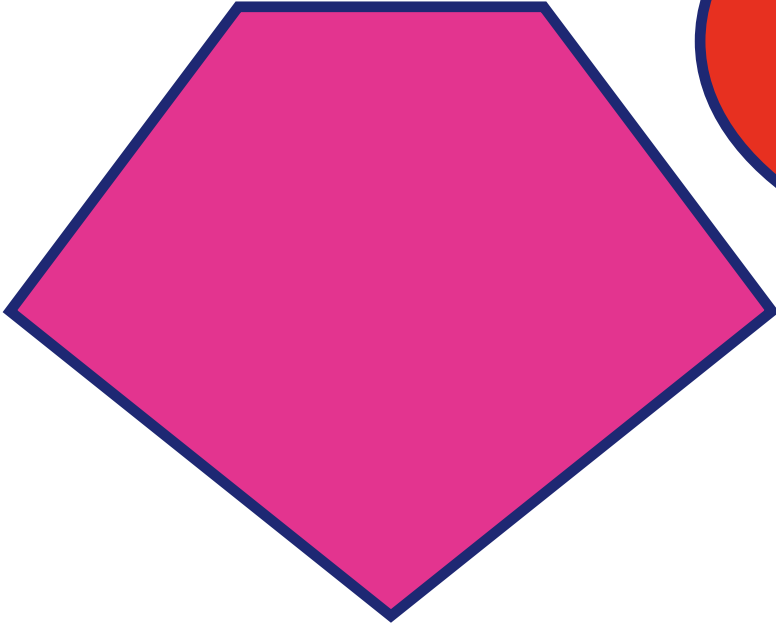


Go back to the start



Go back to the start





**hexagon**

**oval**

**octagon**

**quadrilateral**

**pentagon**