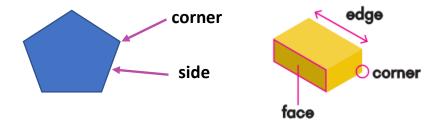

Home Connection

In this chapter, your child will build on previous knowledge regarding two and threedimensional shapes. They will describe and classify two-dimensional shapes based on the number of sides and corners and three-dimensional shapes by the number of faces, edges, and corners.



Patterns will be created and identified based on the attributes of shapes.



Manipulating shapes by rotating, flipping, and sliding them will help your child develop visual-spatial awareness and lay the foundation for later geometry concepts.

What can we do at home?

- Block Sort: Have your child sort and classify Legos or other building blocks. Then have them explain how they classified the blocks based on their shapes and sides.
- Practice addition and subtraction facts with this card game:

Last Out

Materials: deck of playing cards with the face cards removed

- This game can be played with 2 to 5 players
- Deal each player 5 cards. Flip the top card face-up to start the pile.
 - Red cards are subtraction cards
 - Black cards are addition cards
- Player One lays down a card and adds or subtracts that number on their card.
 They then draw another card.

- Player Two lays down a card and adds or subtracts that number on their card. They then draw another card.
- Play continues but may not go above the number 30 or below zero. If a player cannot play any card in their hand, they are out. The last player to go out, wins.

For Example:

- The start card is 5.
- Player One lays down a black 8, they say 5 plus 8 is 13.
- Player Two lays a black 10 and say 13 plus 10 is 23.
- Player three lays a red 4 and says 23 minus 4 is 19.