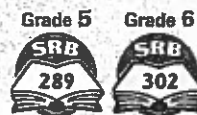


Strand Geometry
Skill Practice identifying properties of polygons

OPTIONS FOR INDIVIDUALIZING						
GRADES	K	1	2	3	4	5 6
ENRICHMENT					✓	
CORE PROGRAM					✓	✓
RETEACHING AND PRACTICE						

Games Kit Materials (per group)
 ■ Polygon Capture Cardstock Cards (or Game Masters 127-129)



Players 2 or 2 teams of 2

Object of the game To collect the most Polygon Cards.

Directions

1. Players spread out the Polygon Cards on the playing surface. One player shuffles the Property Cards and sorts them facedown into two piles: Angles and Sides. (The cards are labeled on the back.)
2. Players take turns. For each turn, a player does the following:
 - Draws the top card from each pile of Property Cards.
 - Takes all the polygons that have the properties shown on both of the Property Cards.

EXAMPLE Player 1 has the cards "All angles are right angles" and "All sides are the same length." Player 1 can take all the squares (polygons A and H). He or she has "captured" these polygons.

- If there are no polygons with both properties, the player draws one additional Property Card—either an Angles- or a Sides-card. The player looks for polygons that have this new property and one of the properties already drawn. The player takes these polygons.
 - At the end of a turn, if a player has not captured a polygon he or she could have taken, the other player can name and capture it.
3. When all the Property Cards have been drawn, one player shuffles the cards and sorts them again into 2 facedown piles. Play continues.
 4. The game ends when there are fewer than 3 Polygon Cards left.
 5. The winner is the player with the most Polygon Cards.

