Activity 1a: Fill in the Shapes Recommended Grades: K-1

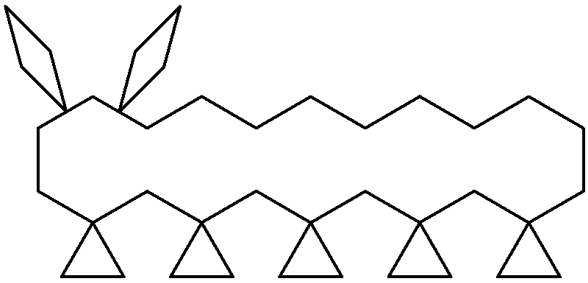
Activity Instructions

1. Select an outline.
2. Use the pattern blocks to fill in the outline.
3. For fun, take the same outline as someone else and see how you can fill it out differently.

Virtual Game Link:

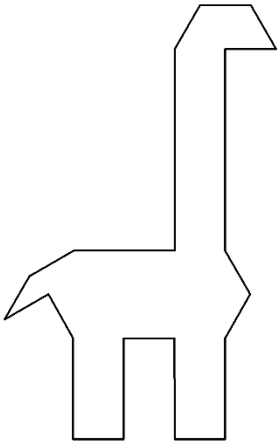
https://jamboard.google.com/d/1BBMjhCNJpVZtSvpS5-nnM1ZshyH0Y16L-qDxBV4KqD4/copy

Caterpillar



Set 3: How Many Ways?
Reed, K. E., & Young, J. M. (2017). Games for Young Mathematicians: Pattern Animals. Waltham, MA: EDC, Inc.

Giraffe



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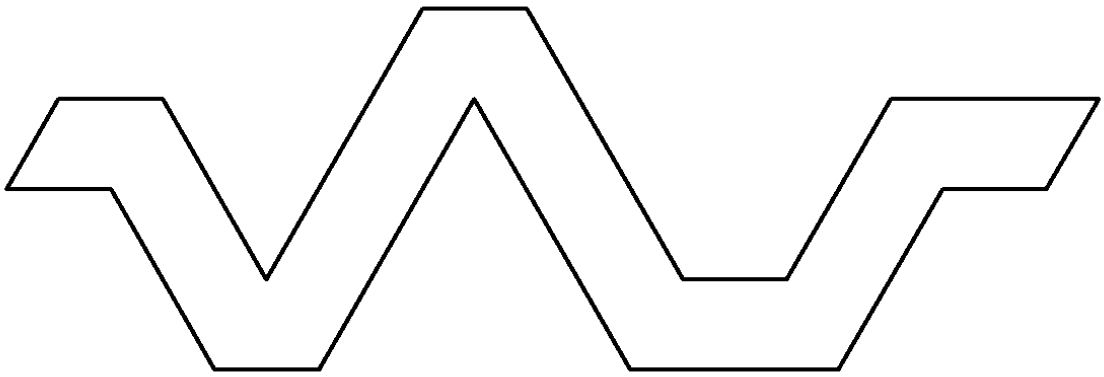
Family Prompts

- What shape is this? (Point to any of the pattern block shapes.)
- How many sides does it have? How many corners?
- How many [triangles, hexagons, parallelograms, trapezoids] are there in this drawing?
- Can you use other shapes to fill in the [hexagon, square, trapezoid]?
- How many other ways can we fill in this outline?
- How many shapes can be replaced with other shapes?
- Can you explain what you've done so far?
- Did you try a method that did not work? Why didn't it work?

Activity 1a: Fill in the Shapes Recommended Grades: K-1

Supporting Materials

Snake



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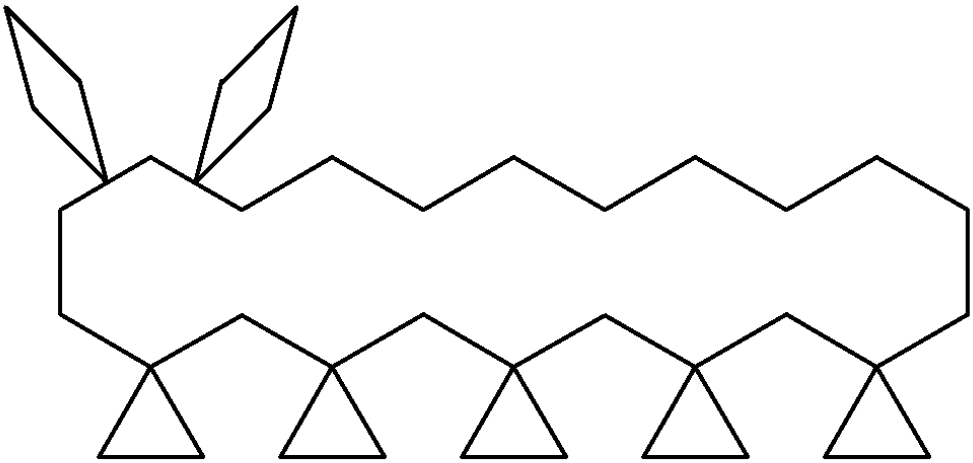
Caterpillar



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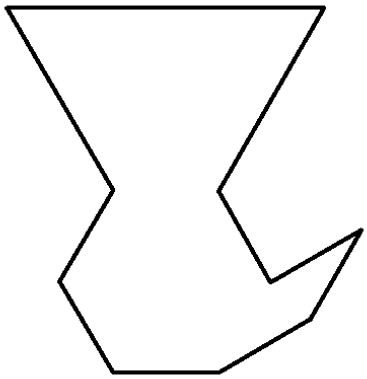
Cat



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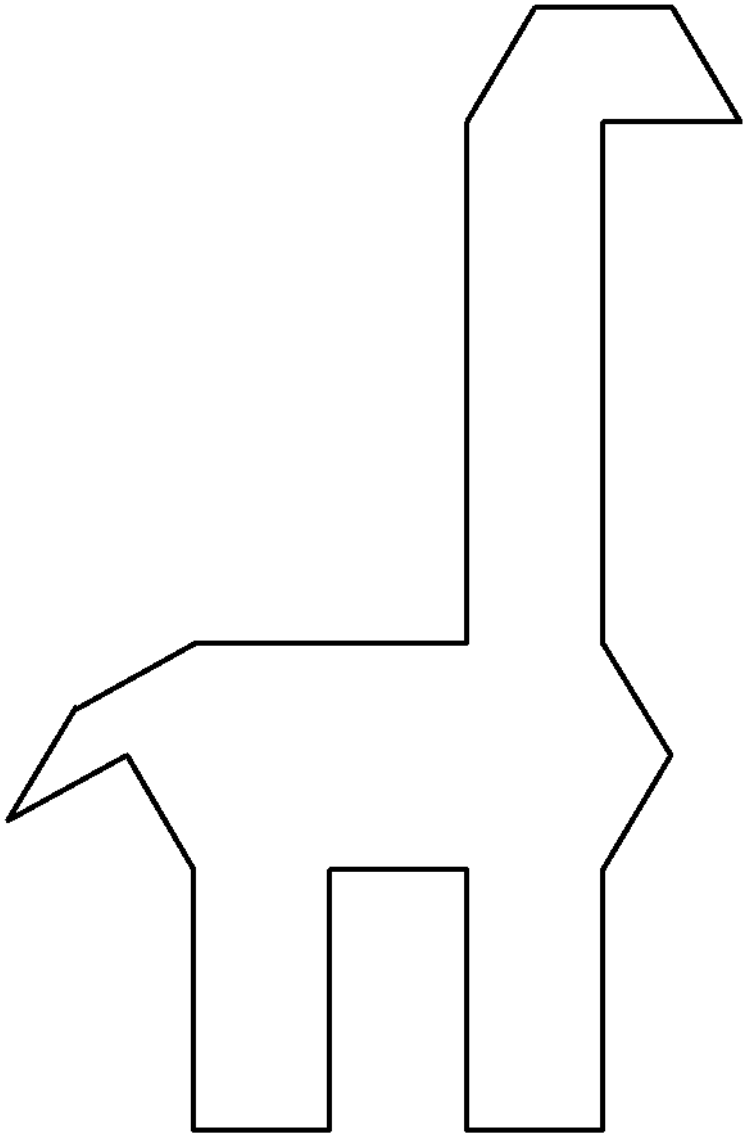
Gira e



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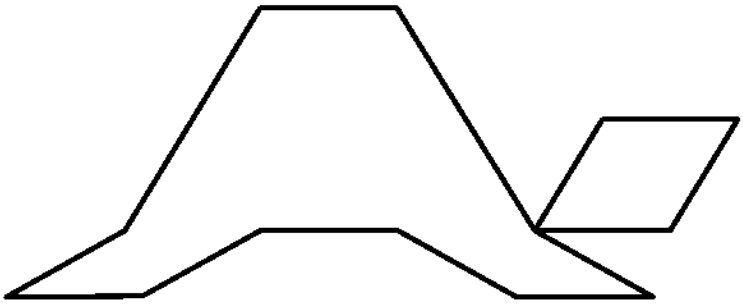
Turtle



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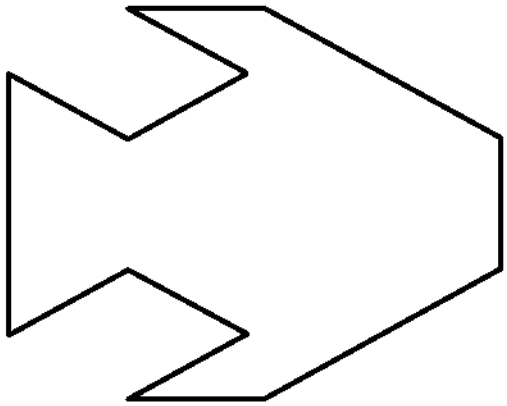
Fish



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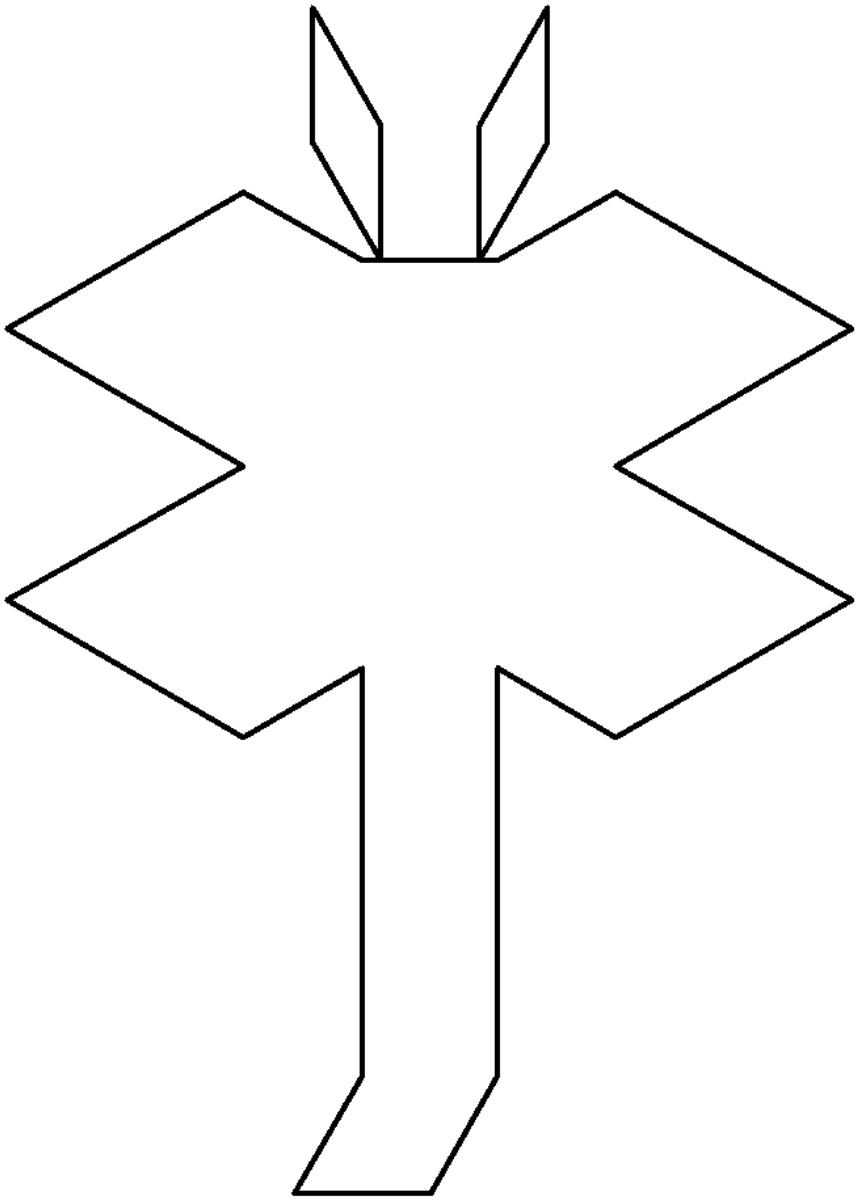
Dragon



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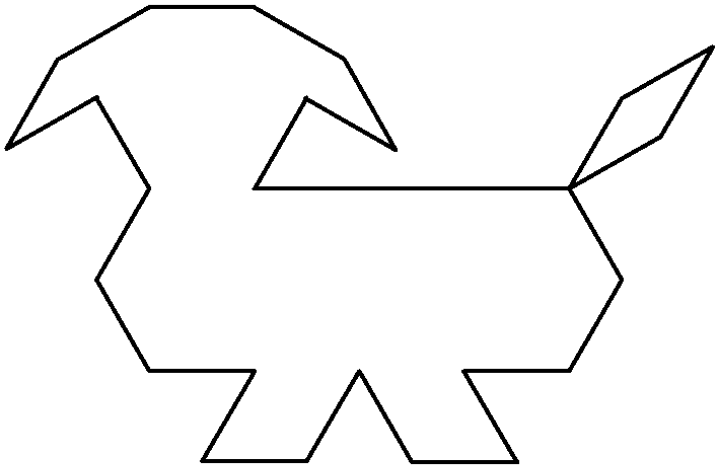
Dog



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