



063 Guess the shape

Work hands-on with mathematical concepts such as geometric shapes, shape recognition, and logical thinking.

Introduction to the session

Present the ECO Beams Building Set from Miniland so they can familiarize themselves with its components and the various game options indicated in the product instructions. The digital game can both help reinforce content learned by playing with the toy, as well as present and familiarize the child with the dynamics of the game. This activity provides the opportunity to “touch” and deal with different mathematical concepts.

Playing with the Miniland product

- 1 Download and print out the **063-A** ECO Beams Building Set sheets. Cut along the dotted lines and fold along the dotted and striped lines (Fig 1). This leaves you with 8 different cards. On one side there will be a geometric shape and on the other a real image.
- 2 Each player is given one card with the face with the real image facing up (Fig 2) and the face with the geometric shape facing down.
- 3 The games consist of using the beams to create the geometric shape whose silhouette matches the real picture shown (Fig 3).
- 4 By turning over the card we can see if the shape we have made matches the displayed geometric shape. (Fig 4).

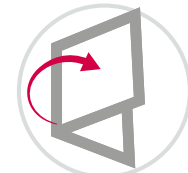


Fig 1



Fig 2

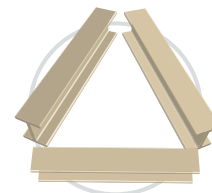


Fig 3



Fig 4

Digital Game

The game consists of matching a geometric shape made up of beams with a real object with a similar geometric shape.

- 1 A geometric shape formed with beams will appear on the screen: triangle, square, rectangle, rhombus, and hexagon.
- 2 Three images of real objects will appear on the right-hand side of the screen. Only one of these will have a shape that is similar to the geometric shape represented by the beams.
- 3 The player must click on the image that she or he thinks is similar to the shape represented by the beams and then drag the image over the beams.
- 4 If they guess wrong, the player can try again with a different image. If they guess correctly, the beams will display a different geometric shape and three new images will appear so the player can continue playing.



Educational Content

Math

- Recognition of geometric shapes.
- Reproduction of flat shapes.
- Basic notions of direction and spatial reasoning.

ICTs

Digital environment use.



Compatible Miniland Material

- Ref. 32150 ECO Beams Building Set

Multilingual education

Vocabulary and verbal expression.



Age

2-6 years old.



Themes.

Math and Logic.