

**Unit Title: 3D Shapes in Kindergarten**

**Grade Level: Kindergarten**

**Subject Area: Math/Geometry**

**Duration/Length/Number of class periods: Ongoing throughout the year (spiraled in curriculum)**

**Description: Students engage in a variety of activities to be able to identify 3D shapes in isolation and in real world objects.**

**Established Goals (National, State, Local):**

**Minnesota State Standards**

*Recognize and sort basic two and three dimensional shapes; use them to model real world objects.*

**K.3.1.1** Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.

**K.3.1.2** Sort objects using characteristics such as shape, size, color and thickness.

**K.3.1.3** Use basic shapes and spatial reasoning to model objects in the real-world.

**ISTE Standards**

**1C** Students **use technology** to seek feedback that informs and improves their practice and to **demonstrate their learning** in a variety of ways.

**5B** Students **collect data** or **identify** relevant data sets, use digital tools to **analyze** them, and **represent** data in various ways to facilitate problem-solving and decision-making.

**6B** Students create original works or **responsibly repurpose** or remix digital resources into new creations.

**What Enduring Understandings are desired?**

Recognize basic three-dimensional shapes such as cubes, cones, cylinders, and spheres.

Understand how three-dimensional shapes are important to us present in the real world.

**What Essential Questions will be considered?**

How are 3-dimensional shapes a part of our world?

**Students will know / be able to:**

- A. I can name 3-dimensional shapes. This means I can name a cone, cube, cylinder, and sphere.
- B. I can find real-world examples of 3-dimensional shapes.

<p><b>Description</b></p> <p style="text-align: center;"><i>Units must include at least one of each formative, summative, introductory activity and learning activity. Check the appropriate box; one per row.</i></p>	<p><a href="#">Fo</a> <a href="#">r</a> <a href="#">m</a> <a href="#">a</a> <a href="#">t</a> <a href="#">i</a> <a href="#">v</a> <a href="#">e</a></p>	<p><a href="#">S</a> <a href="#">u</a> <a href="#">m</a> <a href="#">m</a> <a href="#">a</a> <a href="#">t</a> <a href="#">i</a> <a href="#">v</a> <a href="#">e</a></p>	<p>Intr odu ctor y Acti vity</p>	<p>Lea rnin g Acti vity</p>	<p>Stu den t Tec hno log y Use d</p>	<p>Teac her Tec hno logy Use d</p>	<p><a href="#">ISTE</a> <a href="#">Stan</a> <a href="#">dard</a> <a href="#">s</a></p>
<p><b>Introductory Activity:</b> <a href="#">Google Slides of Intro to 3D Shapes</a></p>			X	X		X	1c , 5b, 6b
<p><b><a href="#">Formative Assessment: Kahoot Assessment</a></b> Students use this interactive game-tool to identify 3D shapes both in block form and in real-world objects</p>	X				X	X	1c , 5b, 6b
<p><b><a href="#">Summative Assessment: 3D Shape Recognition Game</a></b> Students complete this “game” through the use of Boom Cards to demonstrate their understanding of 3D shapes and real world objects. This website can track students’ individual responses.</p>		X			X		1c , 5b, 6b
<p><b>Instructional Lessons and Practice</b></p> <p><b>Math</b> This unit focuses on a skill that is taught throughout the second half of the year in kindergarten. The following math lessons from Everyday Math 4 connect to the learning goals:</p>				X			1c , 5b, 6b

<p>EDM 5.4 Find and Draw Shapes: <i>Children describe and draw shapes found in pictures</i></p> <p>EDM 5.5 Shapes All Around: <i>Children identify shapes on a “shape walk” and use positional words to describe their locations. Upon identifying, students will take a photo and upload it to a <a href="#">SeeSaw Journal</a> under a premade activity tab.</i></p> <p>EDM 6.4 Solid Shapes Museum: <i>Children name, describe, and compare 3-dimensional shapes in everyday objects</i></p> <p>EDM 6.5 Flat and Solid Shapes: <i>Children analyze differences and relationships among 2- and 3-dimensional shapes</i></p> <p>EDM 7.4 Solid Shape Match Up: <i>Children play a game to practice identifying 2-dimensional and 3-dimensional representations of objects</i></p> <p>EDM 8.1 Shapes By Feel: <i>Children use their sense of touch to recognize, describe, and analyze 3-dimensional shapes and their attributes through the <a href="#">Flipgrid App</a></i></p>							
<p><b>Makerspace Connection: Performance Task</b>  Students create an object of choice using 3-dimensional shapes. Then use the <a href="#">SeeSaw Journal</a> to upload a photo, use the drawing tool, and caption the different shapes used.</p>		<b>X</b>			<b>X</b>		1c , 5b, 6b

<p><b><u>Materials, tools and resources: linked throughout the presentation</u></b></p>
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<p><b>Additional credit given to</b>   Amanda Brimer- Author/Creator of Shape Posters</p>