

GEOMETRY

Low Prep Games

GEOMETRY GUESS WHO

Each player will need his/her own Geometry Guess Who game board.

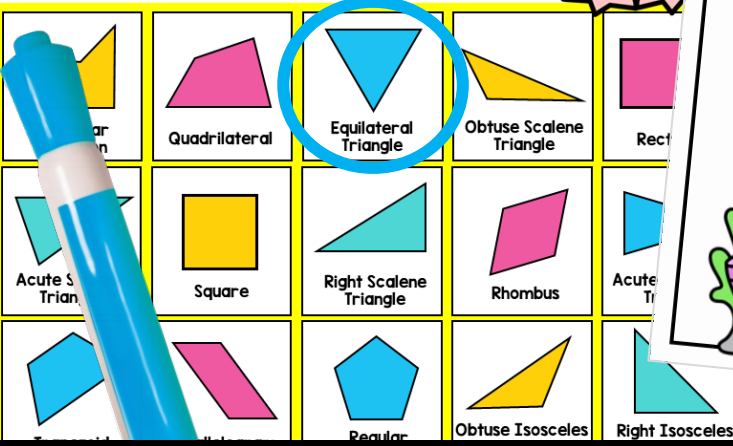
1. Pick a geometric figure below. Put a small "x" in the corner to mark your shape.
2. Once you and your partner have each selected a shape, you may begin asking yes or no questions to eliminate shapes.
3. Alternate turns until one player guesses the other player's shape.
4. You must use one of the question frames and one of the terms from the vocabulary list for your questions.

Is your shape classified as a _____?

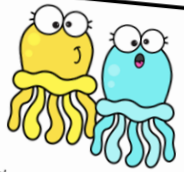
triangle quadrilateral parallelogram

Does your shape have _____?

parallel lines perpendicular lines 5 sides
an acute angle a right angle an obtuse angle
2 right angles 2 congruent sides all congruent sides
4 right angles



ANGLES FISHING



Materials: Protractor, 2 dice, dry-erase marker

1. Roll the Dice to generate two digits. Arrange the dice to make the largest number. This is the angle you can create.
2. The first player must use the start line as one ray of his/her 1st angle. After the first angle is drawn, players may build off either of the rays. New angles must always share a ray with an already drawn angle. Angles cannot overlap.
3. When you draw an angle, you catch any fish within that angle. Half or more of a fish must be in your angle to be caught.
4. Play until the circle is complete or as full as possible.



4th
GRADE

11 Fun Games

for easy-to-use math stations

LINES OF SYMMETRY

4 IN A ROW

Spin the spinner to see how many lines of symmetry you are looking for. Place a marker on a box with a figure that has exactly that number of lines of symmetry. Take turns with your partner. The first player to get 4 boxes in a row wins!!!



Many Games are Print & Play

No cutting needed

QUADRILATERAL BINGO

Every player needs his or her own Bingo Board. One player uses a paperclip to spin for Board. Every player may draw that shape in a space that describes the shape. You may only draw one shape per spin. The first player with 5 shapes in a row wins.



Board 3

Polygon	Four 90-degree angles	4 right angles	Has 2 acute & 2 obtuse angles	A Quadrilateral
All sides are equal	Square	Not a parallelogram	2 pairs of parallel sides	2 sets of parallel sides
Rhombus	Closed Figure	FREE SPACE	Shape classified as a rectangle and a rhombus	Exactly one pair of parallel sides
No parallel sides	Parallelogram	Has 2 acute & 2 obtuse angles	Polygon	A Quadrilateral
Perpendicular sides	4 congruent sides	Rectangle	Parallelogram	Trapezoid

QUADRILATERAL BINGO

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Board 2

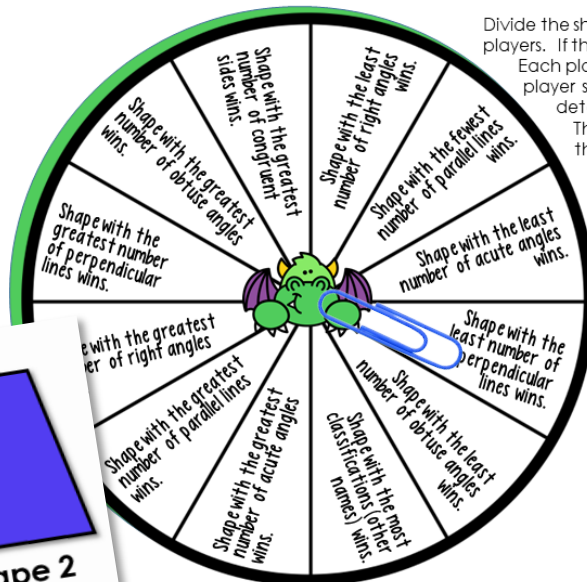
2 pairs of parallel sides	A Quadrilateral	Has 2 acute & 2 obtuse angles	Polygon	Parallelogram
All sides are equal	2 sets of parallel sides	Not a parallelogram	2 pairs of parallel sides	Square
Rhombus	Exactly one pair of parallel sides	FREE SPACE	Shape classified as a rectangle and a rhombus	
	A Quadrilateral	4 right angles	Has 2 acute & 2 obtuse angles	
Has perpendicular sides	Trapezoid	Rectangle	Parallelogram	4 congruent sides

Fun & Engaging Games

Your students will love playing

ATTRIBUTE BATTLE

Level 1



Divide the shape cards evenly between the players. If there is an extra card, set it aside. Each player places a shape down. One player spins the spinner to see what will determine the winner of the battle.

The winner of the round captures the other player's shape. If there is a tie, the first player to correctly name both shapes wins both shapes. Play until one player captures all of the cards or time runs out.



Shape 5

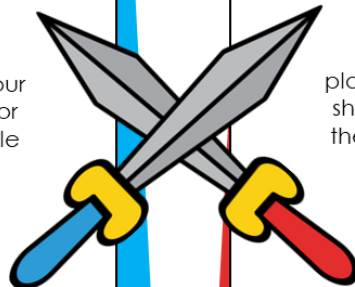


Shape 2

PLAYER 1



place your
shape for
the battle
here



PLAYER 2



place your
shape for
the battle
here

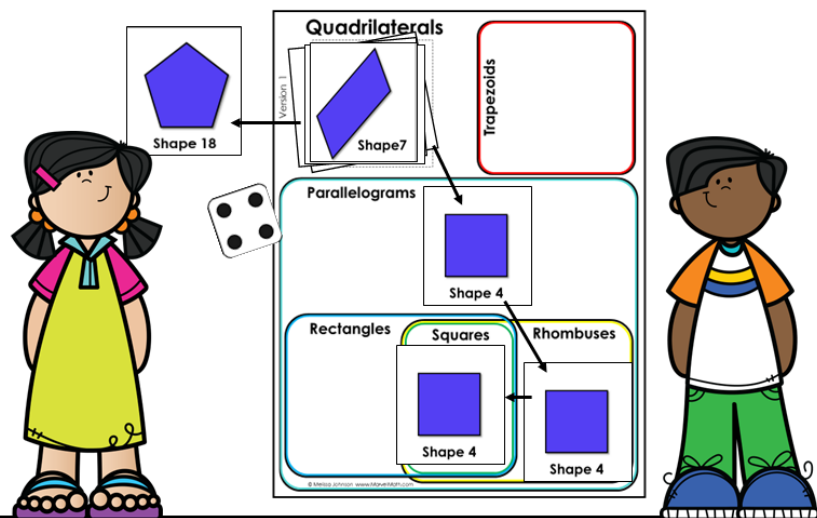
Color and Blackline Versions

For every game

QUADRILATERAL SORT

This game can be played with 2 or 3 players. Each Player needs his/her own Quadrilateral Sorting Board (version 1 or 2) and shapes 1-18.

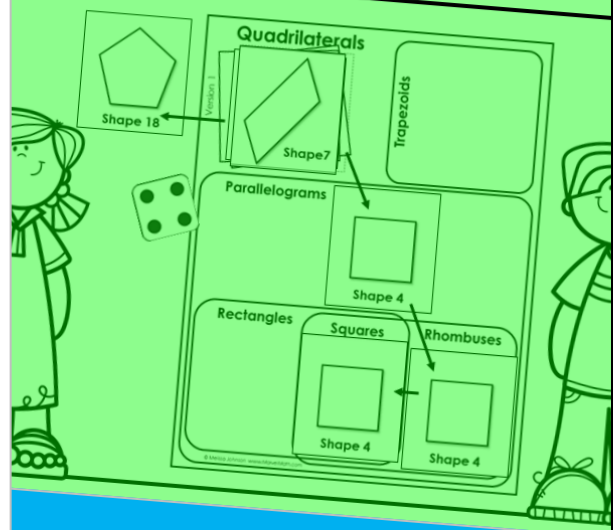
1. Take shapes 1-18, mix them up, and place them in a stack in the dotted box to start.
2. The first player rolls the die to determine the number of moves that can be made. Example: If I roll a 4, I can move shape 18 off the board (because it isn't a quadrilateral), and move shape 4 to parallelograms, then to rhombuses (or rectangles) and then to squares. That would use all 4 moves.
3. Some of the shapes are quadrilaterals but are not trapezoids or parallelograms. When one of those shapes is on top of the stack, just place it at the bottom of the stack. That way it will be in the correct position when all shapes are sorted.
4. Players alternate turns. The first player to have all his/her shapes in the correct positions, wins!!!



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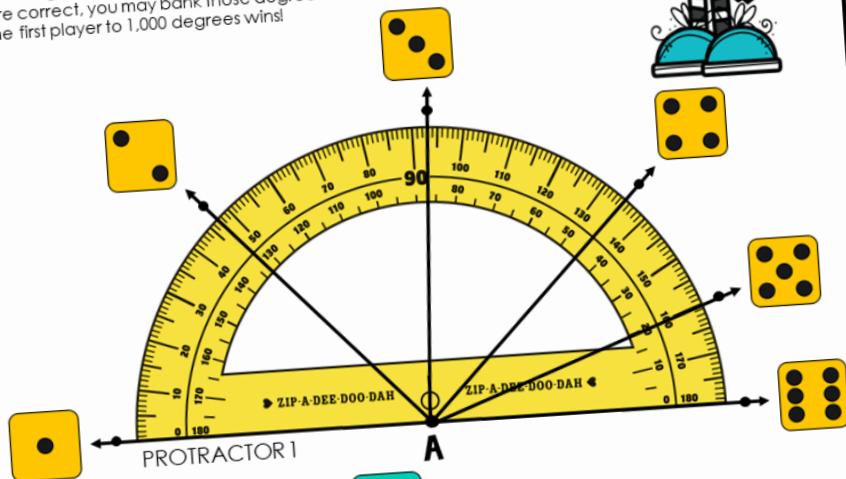


Meaningful Practice

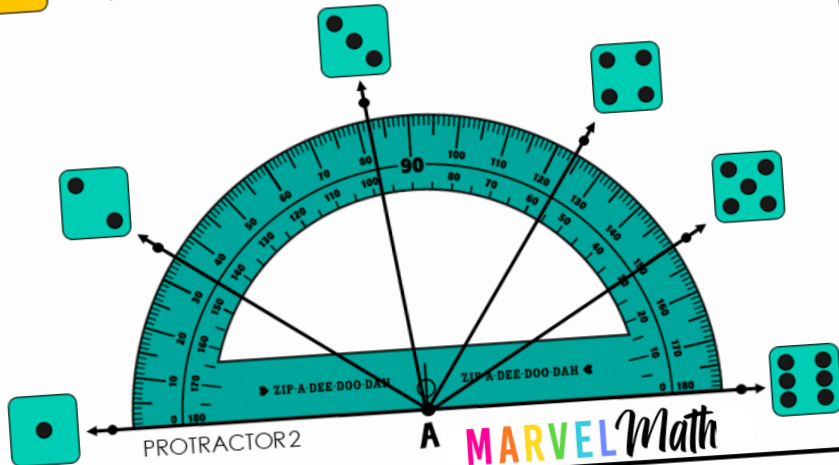
Every game practices important skills.

ROLLING ANGLES

Select a protractor. Roll the die to find the first point of your angle. The second point will be the vertex A. Roll another die to find the second point of your angle. If you roll the same number, roll again. Find the measure of your angle. If you roll the same number, roll again. Find the measure of your angle. If you are correct, you may bank those degrees. The first player to 1,000 degrees wins!



PROTRACTOR 1



PROTRACTOR 2

MARVEL Math

ROLLING



		2 nd Roll					
1 st Roll	1	47°	93°	135°	160°	180°	
	2	47°	46°	88°	113°	133°	
	3	93°	46°	42°	67°	87°	
	4	135°	88°	42°	25°	45°	
	5	160°	113°	67°	25°	20°	
	6	180°	133°	87°	45°	20°	

		2 nd Roll		
1 st Roll	1	35°	82°	124°
	2	35°	47°	89°
	3	82°	47°	42°
	4	124°	89°	42°
	5	150°	115°	68°
	6	180°	145°	98°

Many Games Have Keys

to help you make self-checking math stations

LINES OF SYMMETRY 4 IN A ROW

Spin the spinner to see how many lines of symmetry you are looking for. Place a marker on a box with a figure that has exactly that number of lines of symmetry. Take turns with your partner. The first player to get 4 boxes in a row wins!!!



LINES OF SYMMETRY 4 IN A ROW

KEY



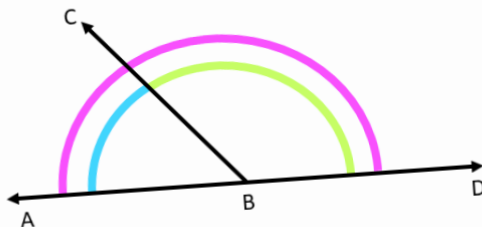
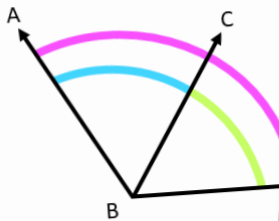
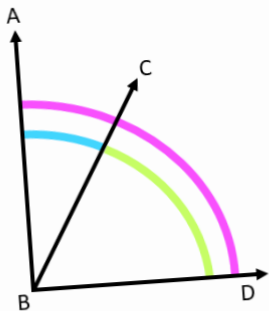
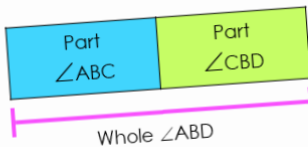
2 lines of symmetry	0 lines of symmetry	1 line of symmetry	5 lines of symmetry	4 lines of symmetry
0 lines of symmetry	2 lines of symmetry	4 lines of symmetry	1 line of symmetry	1 line of symmetry
lines of symmetry	3 lines of symmetry	4 lines of symmetry	0 lines of symmetry	2 lines of symmetry
s of ety	2 lines of symmetry	0 lines of symmetry	2 lines of symmetry	2 lines of symmetry
f	4 lines of symmetry	2 lines of symmetry	4 lines of symmetry	5 lines of symmetry

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Bonus Strategies Page

to support students playing this game!

SPINNING ADJACENT ANGLES HINT SHEET

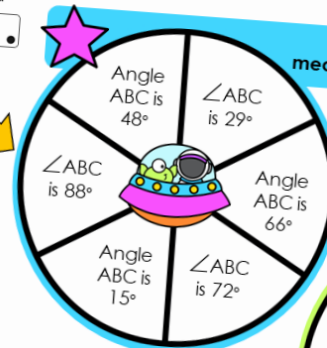


SPINNING ADJACENT ANGLES

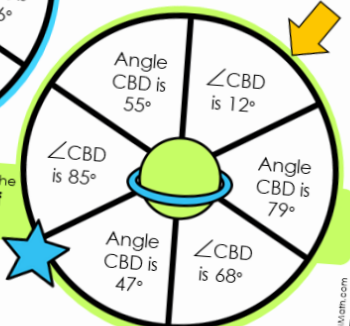


1. Roll a die to see which spinner NOT to spin on your turn.
2. Spin the other two spinners.
3. There are 2 adjacent angles (which means the 2 angles share a common ray). Two spinners give the individual angle measures and one spinner names the total measurement of the two combined angles. There are 3 models on the hint sheet to help you visualize the angles you spin.
4. Calculate the value of the missing angle for the spinner you didn't spin. Think about the angles as a part-whole problem.
5. Have your partner check your work. If you are correct, you may record the value of the missing angle as your points earned for that round. Keep a running total of your points earned. The first player to 1,000 points wins the game.

If you roll a 1 or a 2, don't spin this spinner.

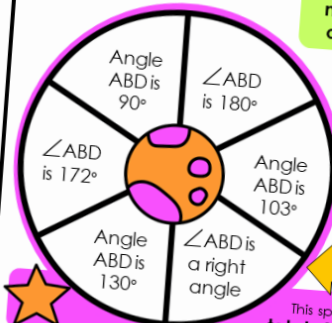


If you roll a 3 or a 4, don't spin this spinner.



This spinner tells the measure of one angle

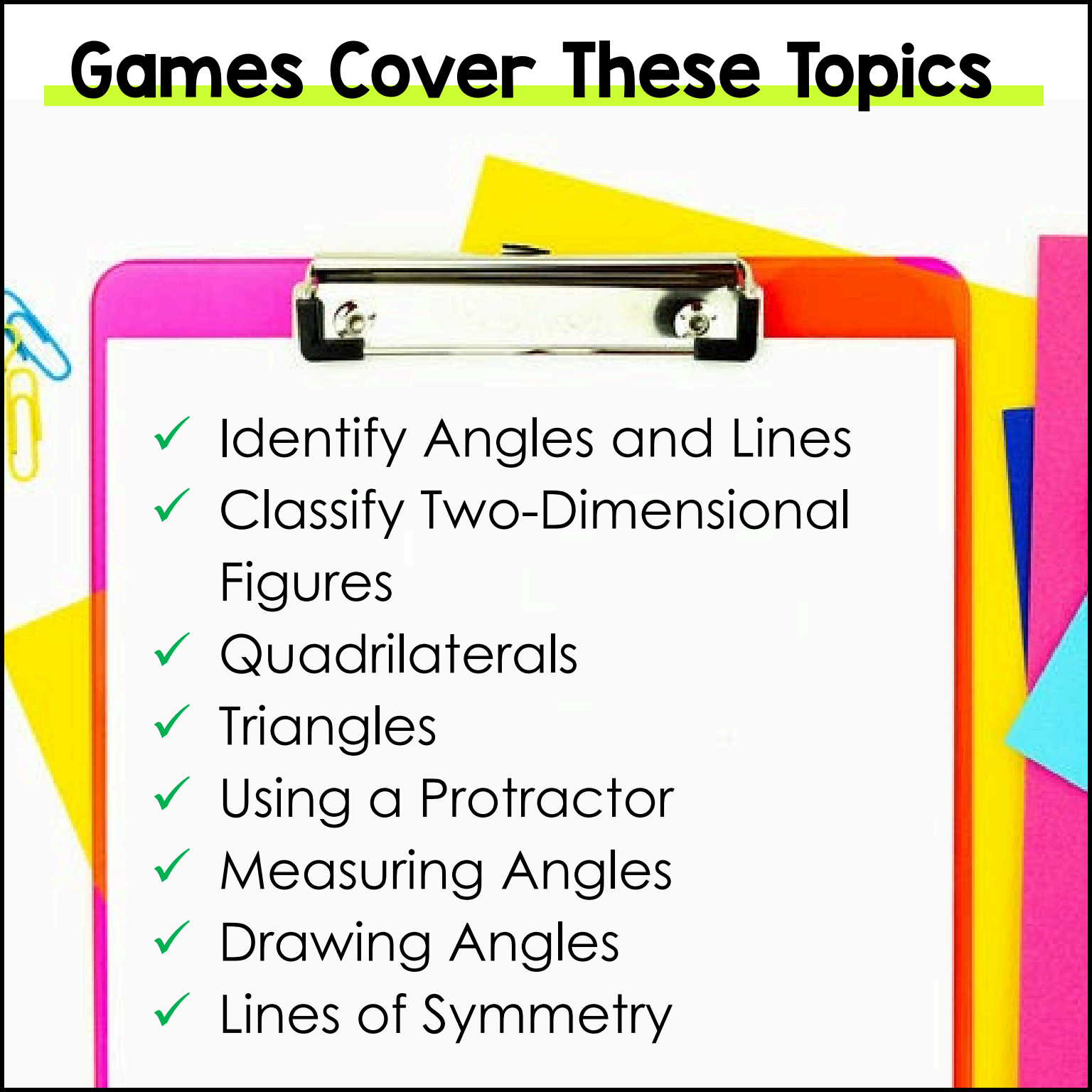
If you roll a 5 or a 6, don't spin this spinner.



This spinner tells the total of both angles



Games Cover These Topics

- 
- ✓ Identify Angles and Lines
 - ✓ Classify Two-Dimensional Figures
 - ✓ Quadrilaterals
 - ✓ Triangles
 - ✓ Using a Protractor
 - ✓ Measuring Angles
 - ✓ Drawing Angles
 - ✓ Lines of Symmetry

This resource is included in these

Time & Money Saving BUNDLES

Click here

4th Grade TEKS
Geometry BUNDLE



Raving Reviews



This product is just what I was looking for! I appreciate the variety of fun and creative games and activities to review all the geometry skills we have been learning (angles, lines, symmetry, congruence, etc.) Thank you!

- Jennifer B.



I used this in my small groups with my students with IEPs. They loved the games and interacting with each other! Thank you for the great resource.

- Alicia W.

About the Author

This resource was created by Melissa Johnson, who has 16 years of k-10 teaching experience and a masters degree in Mathematics Education. Her resources build conceptual understanding, make connections between math topics and engage students in the mathematics they are learning.



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