



Attribute Grab Bag

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Geometric shapes are all around us. From buildings we live in to the food we eat, shapes are truly everywhere. Children recognize these shapes early even if they do not know the mathematical terms for the different shapes they see. **Attribute Grab Bag** is a game designed to reinforce a number of primary skills – academic vocabulary, shape recognition, and color recognition.

Attribute Grab Bag builds on children’s informal knowledge by giving them appropriate vocabulary and opportunities to practice identifying geometric shapes. Giving students opportunities to practice developing their spatial sense will increase their awareness and application of geometric concepts in different areas of mathematics. Enough with the theory, what is needed and how do you play **Attribute Grab Bag**?

What materials are needed to play Attribute Grab Bag?

The materials needed to play are quite simple, most of which you probably have from other math resources.

- 2 to 5 shape boards (located in the back of this packet)
- One paper bag per group
- Physical shapes (circle, octagon, rectangle, square, triangle) in three colors (**blue**, **red**, **yellow**) and two sizes.

How do I play Attribute Grab Bag?

Attribute Grab Bag can be played in groups of two to four students. Each player needs their own shape board and one bag of shapes for the group. The instructions are quite simple:

- Decide which player is going first (rock, paper, scissors or some other way to determine the order of players).

- Without looking, the first player reaches into the bag and takes out one shape.
- The player places the shape on their shape board if the shape, size, and color ALL MATCH.
- If the player cannot place the shape on their shape board, they place the shape back in the bag.
- Players take turns taking shapes from the bag.
- The first player to get all SIX shapes is declared the winner.

What are some benefits of Attribute Grab Bag?

Besides the exposure to geometric academic vocabulary and color recognition, Attribute Grab Bag also allows students to mentally visualize the shapes and attributes as they play. For example, let's say a student only needs a large, yellow octagon to complete their shape board. As they feel around in the bag with their fingertips, they can visualize what they are feeling. *This has three sides, must be a triangle. This one is small, but I need a large octagon.* Obviously the color of the shape cannot be determined by touch, which only adds the element of chance and fun to the game!

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