

Geo-Matchup

Building Fluency: reason with shapes and their attributes

Materials: a set of Geo-Matchup cards per player

Number of Players: 2-4

Directions:

1. Each player has a set of cards.
2. Players match up their cards.
3. Players compare their answers and agree or disagree.
4. Players defend and prove their answers until all players agree.

Variation/Extension: Play as a memory game. First player turns over two cards. If they match, the player takes the cards and plays again. If not, the player turns the cards back over and play passes to the next player. Players can create additional cards.

<p>A polygon with 8 sides and 8 angles</p>	<p>A quadrilateral with 2 pairs of parallel sides, all right angles, and all sides equal</p>	<p>A quadrilateral with 4 sides equal and 2 pairs of parallel sides, no right angles</p>
<p>A polygon with 5 sides and 5 angles</p>	<p>A quadrilateral with 2 pairs of parallel sides and all right angles. All sides are not congruent</p>	<p>A quadrilateral with one pair of parallel sides</p>
<p>A polygon with 3 sides and 3 angles</p>	<p>A quadrilateral with two pairs of adjacent equal sides. The four sides do not all have the same length.</p>	<p>A polygon with 4 sides and 4 angles</p>
<p>A polygon with 6 sides and 6 angles</p>		<p>A quadrilateral with two pairs of parallel sides</p>

