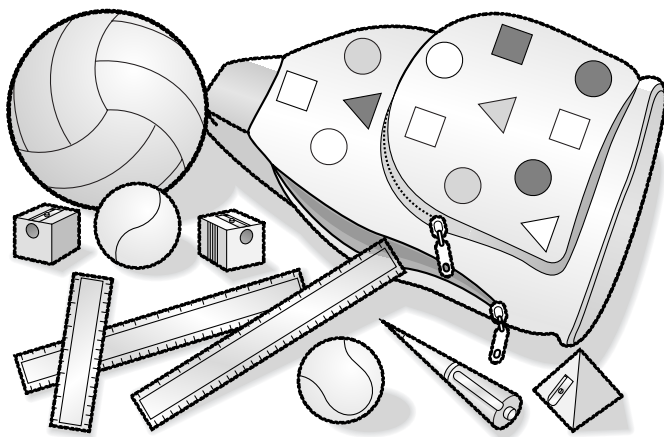


Art - Shapes and colours

1 Match. Then use the key to colour the shapes.

Key
 2-dimensional shapes
 □ = red
 3-dimensional shapes
 3D cube = blue

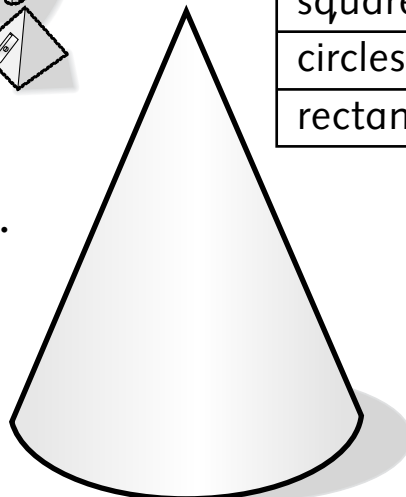
2 Count the shapes and complete the chart.



Shape	Number
cones	1
cubes	
spheres	
triangles	
pyramids	
squares	
circles	
rectangles	

3 Read and complete the hat.

Draw three orange circles,
 one blue rectangle,
 four green triangles and
 two yellow squares.



Subject: Art

Shapes and colours

Objective: recognition of two- and three- dimensional shapes

Vocabulary: *circle, square, triangle, rectangle, cube, cone, pyramid, sphere*

Introduction

Pupils learn to distinguish between two- and three-dimensional shapes, and recognise these shapes in their immediate surroundings.

Warm up

- Write 2-dimensional / 3-dimensional on the board.
- Ensure pupils understand the terms.
- Divide the class into two groups. Assign a category to each group (2-dimensional / 3-dimensional).
- Collect a selection of classroom objects. Ensure that there is a mix of 2- and 3-dimensional objects (pieces of paper, pictures, posters, etc. for 2-dimensional shapes).
- Hold up an object. Ask *Is this two- or three-dimensional?* Pupils stand according to the category they were assigned.

Activity 1

- Pupils match the words and pictures using the puzzle pieces as a guide.

- Point to each shape and name it. Ask *Is this two- or three-dimensional?*
 - Pupils colour the shapes according to the key.
- Answers:** 1-c; 2-a; 3-f; 4-e; 5-b; 6-h; 7-d; 8-g. (red) circle, square, triangle, rectangle; (blue) cube, cone, pyramid, sphere

Activity 2

- Ask pupils to name the objects they can see in the school bag.
- Ask them to name the shapes they can see.
- Pupils count the shapes and complete the chart.

Answers: cones-1; cubes-2; spheres-3; triangles-3; pyramids-1; squares-4; circles-6; rectangles-3

Activity 3

- Pupils read the text and draw and colour the items on the hat.

Project ideas

- Record the numbers of cones, pyramids, spheres and cubes in different places, for example, the playground, the street, the classroom, etc.
- Count and compare the numbers of points, edges and faces in various two- and three-dimensional shapes.