

Lesson Plan - Maths and Logical Thinking

Teacher: Jan Hennessy, Scoil Bhride, Ireland.

Time: 20 minutes

Materials/ Resources: Interactive whiteboard, 2D Shapes drawn on cards, Small plastic 2 D Shapes, Bingo Pages(Coloured), counters, small prizes.

Developing key competencies: Language of 2 D shapes, language of colours, maths competence, turn taking, teamwork.

Introduction:

* Watch the video of 2D Shapes <https://youtu.be/beTDz9HSNOM> (Jack Hartman)
* Join in on this active video making circles, squares, triangles and rectangles in the air. e.g. Make a square in the air!
* Give every child a small plastic 2 D shape. Teacher shows a shape on a card and invites the children with the same shape to

stand up. Teacher invites the students with the same shapes to follow her for a go on the “Shape train”.

Do this for each shape. Invite the students to repeat the words circle, square, triangle and rectangle.

Development:

* Divide children into pairs. Each pair is given a page for their Bingo Game.
* Teacher takes shapes from a bag. There will be red, yellow, green and blue shapes in the bag. There will be circles, squares, triangles and rectangles in the bag.
* When a team gets a shape they cover it with a counter. When they get a row they say Line across, and when they get a line down they say “Line Down”.
* When they get the whole bingo board they can shout out ”Bingo.” The first team to get the whole bingo card full are the winners!

The winning team gets a small prize.

Conclusion

* The students will have learned about 2D Shapes. They will have recognised them in their game of bingo.

Extra activity/ Extension

* Draw large 2 D shapes using chalk outside. Challenge the student to draw a pumpkin, a face, a robot, a house, a tower, a train, a cat using only 2D Shapes.

Expected results:

* Ability to name 2 D Shapes – circle, square, triangle and rectangle.
* Ability to work as a team in the boardgame of Bingo.
* Ability to recognise 2 D Shapes in the 2 D Shape Train activity.