

SS3.4

Target Match (Pair Activity)

Place a variety of 3-D objects in a bag. Player 1 takes an object from the bag. This object becomes the “Target”. Player 1 takes another object from the bag. If he/she can name 2 attributes it shares with the “Target”, he/she keeps the object. If not, the object is placed back into the bag. Players take turns until all objects are removed from the bag.

The player with the most objects at the end of the game wins.

From:

http://www.ed.gov.nl.ca/edu/k12/curriculum/guides/mathematics/primary/Unit_5_Geometry.pdf