

4 Game



Groupie

- a set of each 3-D shape or 3-D picture of each 3-D shape for each player
- a spinner
- paper clip

- 1 The player whose spinner stops closest to the **green circle** starts.
- 2 The first player spins and names a 3-D shape that has the 2-D shape at which the spinner stopped, as one of its faces.

Example



This is the face of a triangular based pyramid. It has a triangle shape on its base.

- 3 If the other players agree, the player places a card with that 3-D shape in front of them.
- 4 The next player spins the spinner and has their turn.
- 5 If a player spins a shape and is **not** able to name a 3-D shape with that face or they have no more of that shape left, it is the next players turn to spin.
- 6 After each player has had **6 spins** they put their **shapes into groups** that belong together. They must be able to say why each shape belongs in the group.

The cone, cylinder and hemisphere in this group all have curved edges.



- 7 The player who makes the group with the **most** shapes in, wins that game.

4 Game

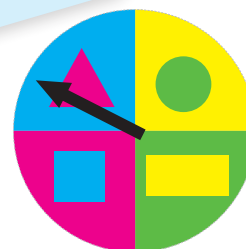


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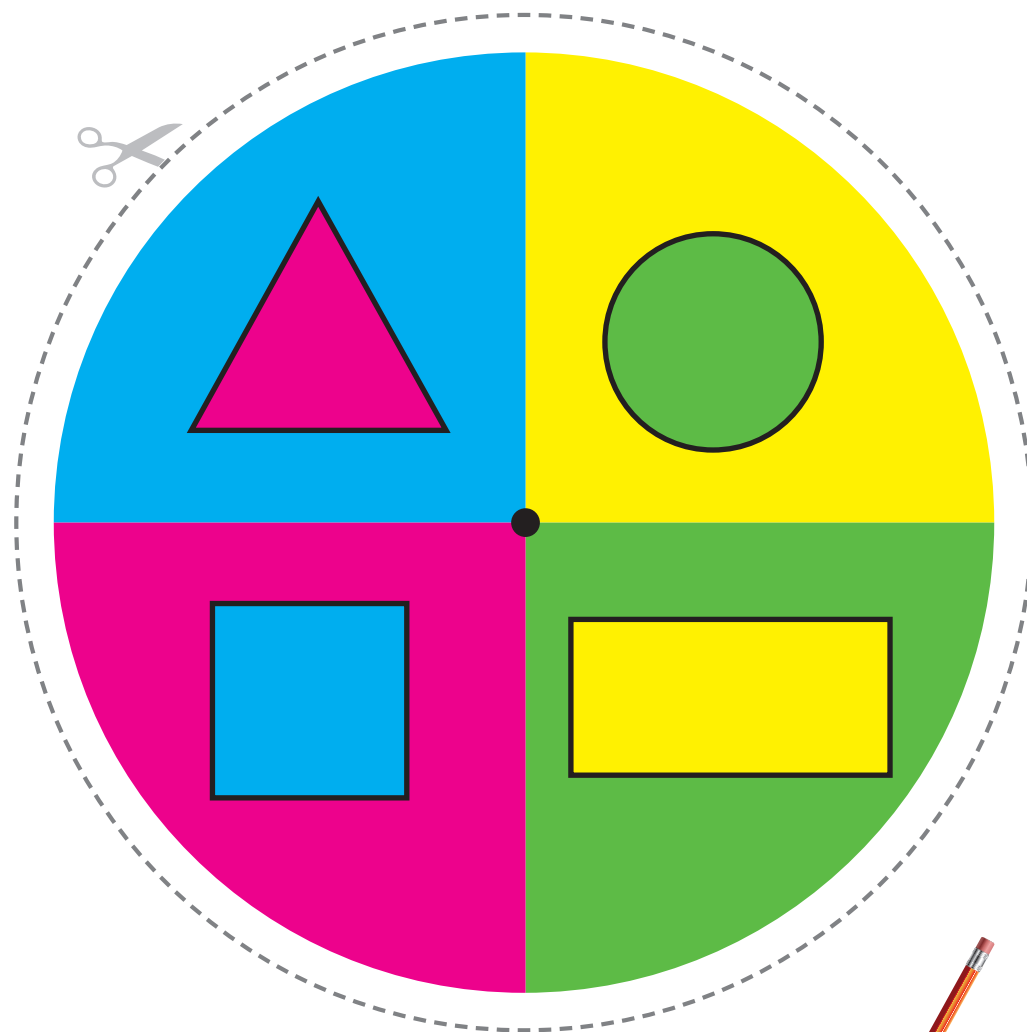
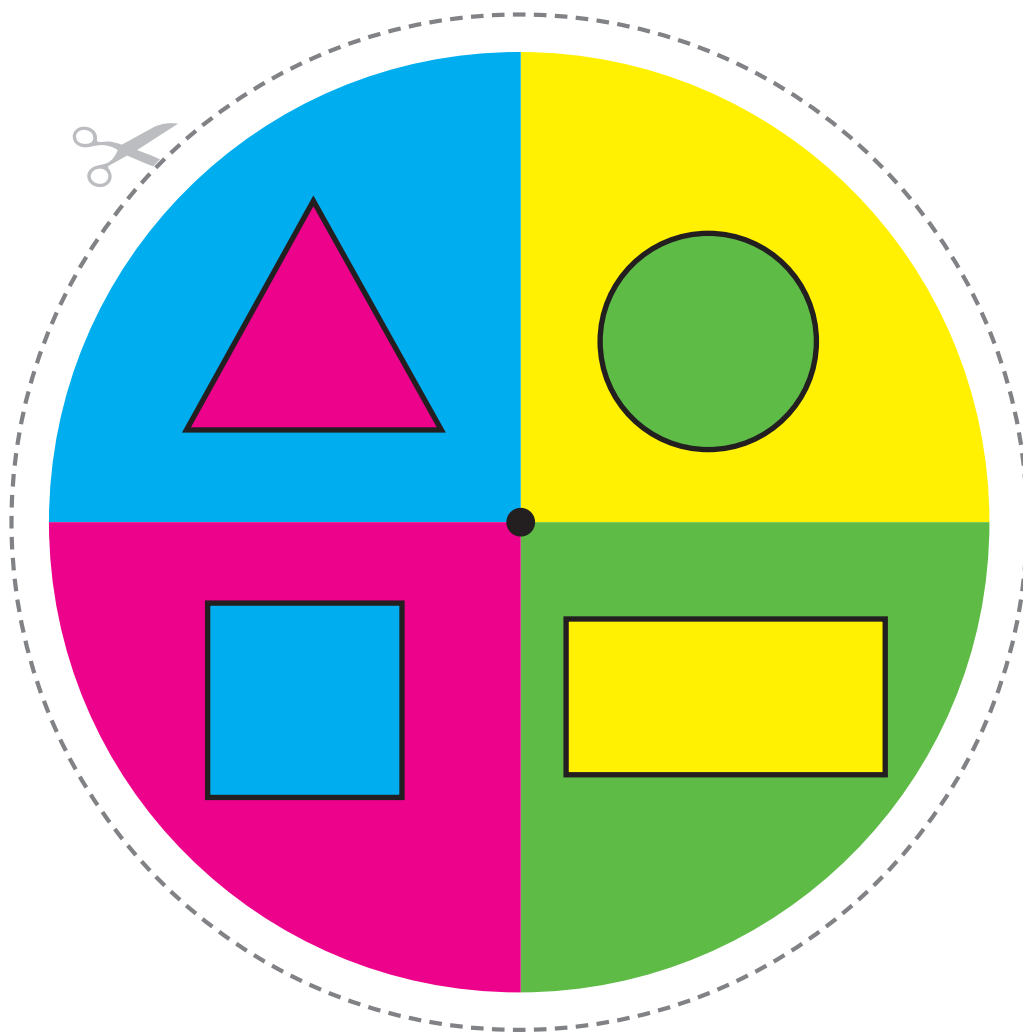


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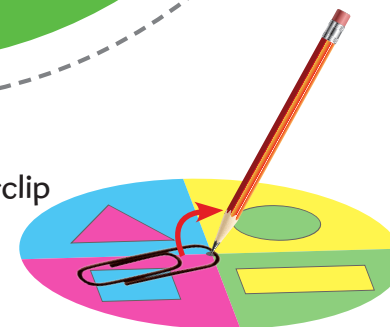
4

Game

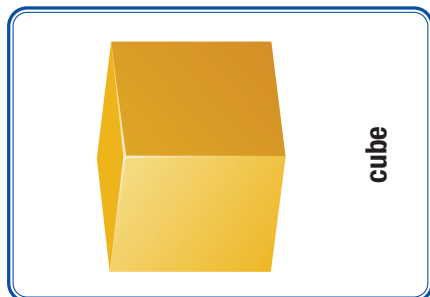
Groupie - spinner



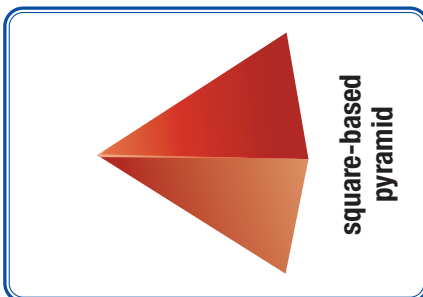
You could flick a paperclip around the point of a pencil as the spinner.



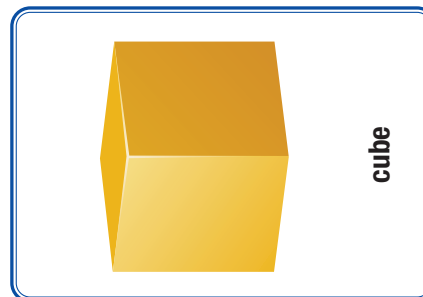
4 Groupie - 3-D shape cards



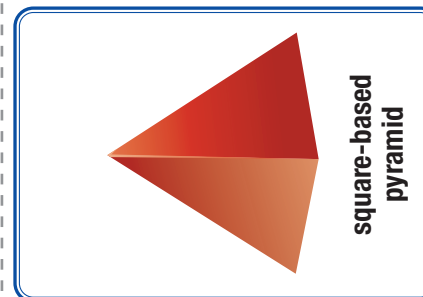
cube



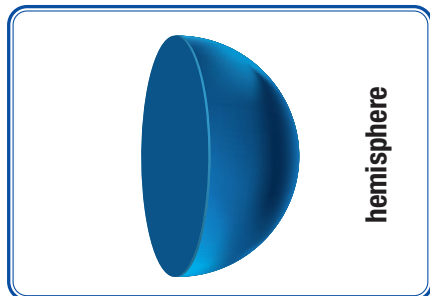
square-based
pyramid



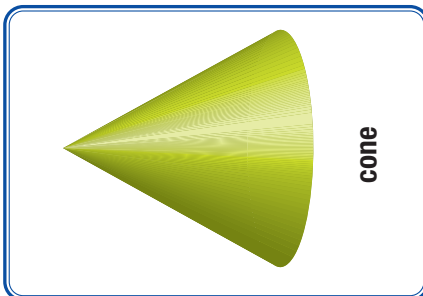
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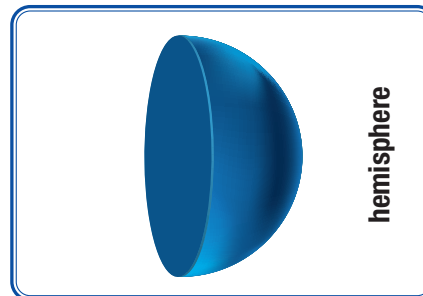
square-based
pyramid



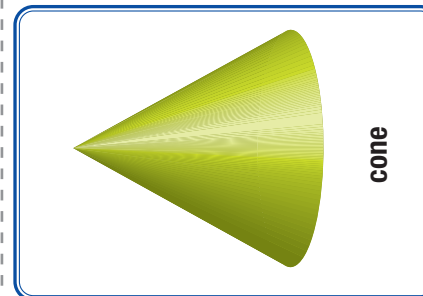
hemisphere



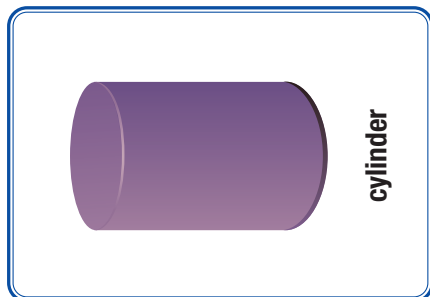
cone



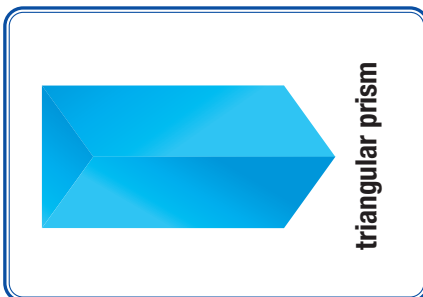
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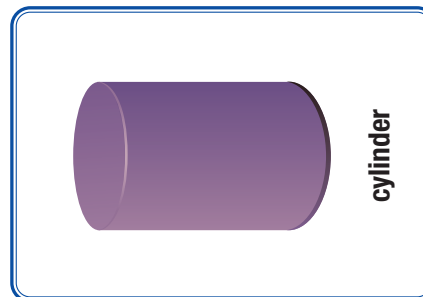
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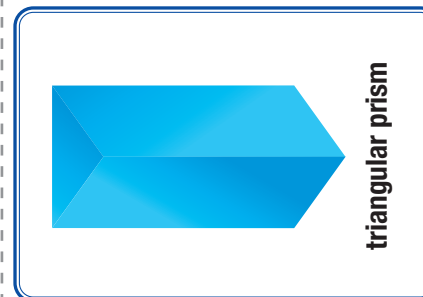
cylinder



triangular prism



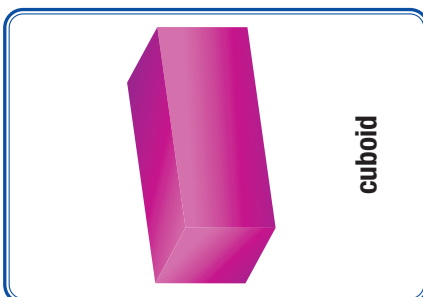
cylinder



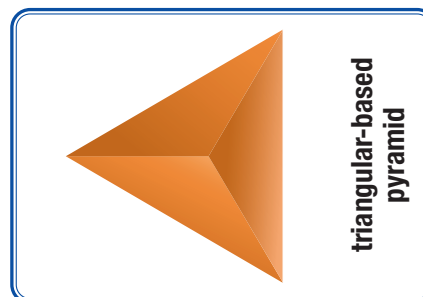
triangular prism



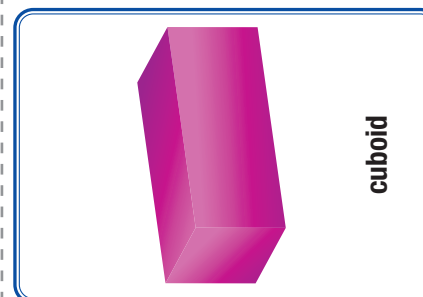
triangular-based
pyramid



cuboid



triangular-based
pyramid



cuboid