

Unit 6: Exploring Geometry and Patterns

OVERVIEW

In this unit, students will reason about attributes (features) of shapes as they describe, compare, and draw them. Students identify lines of symmetry in everyday objects. Students partition circles and rectangles and recognize that equal shares may be different shapes. Students will use shapes to create growing and shrinking patterns and identify and describe these patterns using addition and subtraction. *Students will continue to review and develop their understanding of the value of numbers to 1,000, the counting sequence, and solve real-world problems involving addition and subtraction within 1,000. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive, game-based environment.



2.GSR.7.1

Guitar
Maker



2.GSR.7.3

Lunch
Munch



N/A

2.NR.2.1
2.PAR.4.1
2.PAR.4.2
2.MDR.5.5
2.GSR.7.2
2.GSR.7.4

STANDARD & GAME ALIGNMENT DESCRIPTION

2.GSR.7.1-Guitar Maker

In Guitar Maker, students will sort shapes to find the shapes each Peachling needs to build their guitar. This game focuses on building geometry skills by encouraging students to identify two-dimensional and three-dimensional shapes. Students will identify and compare 2-D and 3-D shapes having specified attributes and identify quadrilaterals.

2.GSR.7.3-Lunch Munch

In Lunch Munch, students are challenged to help Beanie keep get the Peachlings' food orders partitioned correctly before they get tired of waiting and leave. This game focuses on building numeracy skills by encouraging students to sort partitioned shapes. Students will partition circles and rectangles into two, three, and four equal shares and describe two, three, and four equal shares using words.

