Unit 3: Sorting, Sifting, Shifting Shapes and Patterns

OVERVIEW

Students will identify, describe, build, and compare shapes based on attributes. They will also partition circles and rectangles into two (halves) and four (fourths/quarters) equal parts. Students will also identify and describe real-life patterns based on the attributes of the pattern. Students will explore repeating patterns, inclusive of number strings, shapes, and operations, define and describe attributes, as well as create repeating, shrinking, and growing patterns based on attribute, or repeated addition (by 1s, 2s, 5s, and 10s). 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.

N/A	1.GSR.4.1	1.GSR.4.2	1.MDR.6.1	1.MDR.6.4
1.PAR.3.1 1.PAR.3.2	Guitar Maker	Guitar Maker	Bargain Hunters	Treat Factory

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STANDARD & GAME ALIGNMENT DESCRIPTION

1.GSR.4.1-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 classify 2- and 3-D shapes by their defining and non-defining attributes.

1.GSR.4.2-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 classify 2- and 3-D composite shapes.

1.MDR.6.1-Bargain Hunters

In Bargain Hunters, students help the Keens choose appropriate measuring tools and measure the items they need for their homes. This game focuses on building measuring skills by encouraging students to use interactive measuring tools to determine the length or height of a given object. Students will order, compare, and measure the length of objects using non-standard units.

1.MDR.6.4-Treat Factory

In Treat Factory, students help Chef Keen create charts and graphs based on the Keens' treat orders and then interpret the data assembled in the charts and graphs. This game focuses on creating and interpreting tally charts, picture graphs, and bar graphs. Students will observe, gather, and organize data then answer questions aligned to the data.