

# Collect 4 Geometry

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For grades 3-5, Groups of 2-4

How to Play:

1. Take out the rules, answer key, teacher questions and cover card from the deck.
2. Shuffle the cards and deal four to each player. Place the rest of the cards facedown in between the players to make a draw pile.
3. Players look at their cards and choose a shape to collect. The player to the left of the dealer begins the game by drawing the top card off the draw pile. If the card describes or illustrates the shape the player is collecting, but is not the exact same card, the player can keep the card and discard another card from the hand face up beside the draw pile. This makes the discard pile.
4. Play continues around the group. Players may either pick the top card of the draw pile, or the top card of the discard pile. Whenever a card is kept, another card must be discarded.
5. The first player to collect four non-duplicated cards that show a shape and its characteristics wins. The answer key can be used to verify if the cards are matches.

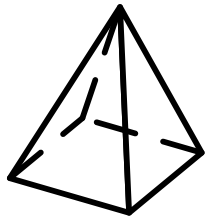
## Answer Key

- 1, 2, 10, 20  
3, 4, 18, 19  
5, 6, 16, 17  
7, 8, 14, 15  
9, 11, 12, 13

Cards are duplicated for easier play. To win, all cards must describe or illustrate the same shape but no cards may be duplicated.

## Teacher Questions to Ask During Play to Guide Learning

1. What shape does that picture show?
2. What other shapes have the same number of faces, vertices, or edges?
3. How else can you describe that shape?
4. Describe a real life situation when you might see that shape.



1

8 edges

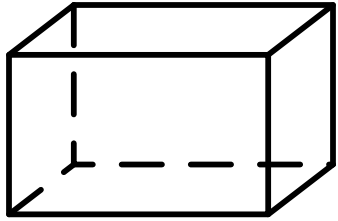
10

5 faces

2

5 vertices

20



12 edges

6 faces

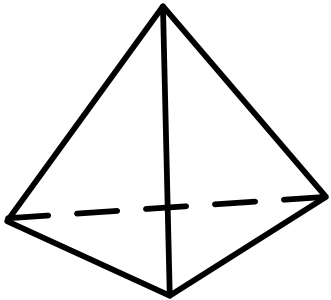
8 vertices

3

19

4

18



6 edges

4 faces

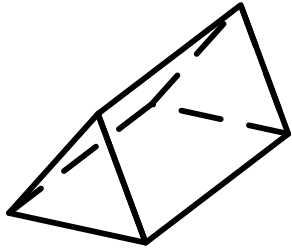
4 vertices

5

17

6

16



9 edges

5 faces

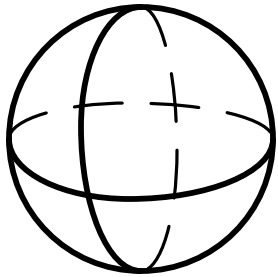
6 vertices

7

15

8

14



0 edges

0 faces

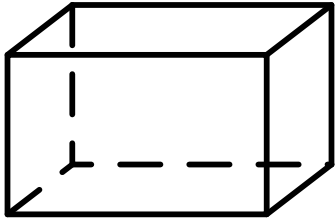
0 vertices

9

13

11

12



12 edges

6 faces

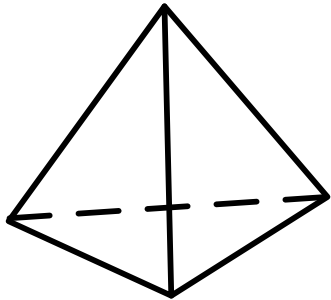
8 vertices

3

19

4

18



6 edges

4 faces

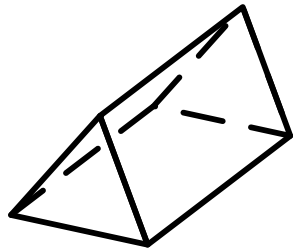
4 vertices

5

17

6

16



9 edges

5 faces

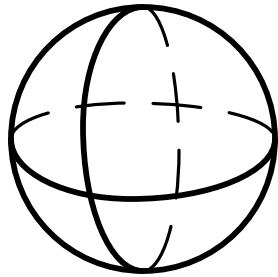
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0 edges

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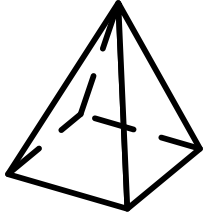
0 vertices

9

13

11

12



8 edges

5 faces

5 vertices

1

10

2

20