

Giggles the Clown Geometry

©2004 Education Inspired

For grades 3-5, Groups of 2-5

How to Play:

1. Take out the rules, answer key and cover card from the deck.
2. Shuffle the cards and deal one to each player until all the cards are gone.
3. Look at your cards to see if you have any matches (a geometry vocabulary word and a picture of the word). If you do, put the cards down in front of you. Other players must verify that the cards go together.
4. The player to the left of the dealer begins the game by choosing one card out of the dealer's hand. If the card matches one already in the hand, the match can be put down and verified. The next player on the left then picks a card out of the hand of the person who just played. Play continues until all the cards have been matched.
5. The player left holding Giggles the Clown loses.

Answer Key

1-10	19-24
2-20	25-31
3-30	26-32
4-40	27-33
5-11	28-34
6-12	29-35
7-13	36-41
8-14	37-42
9-15	38-43
16-21	39-44
17-22	45-46
18-23	47-48

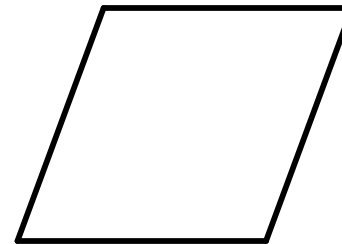
Giggles the Clown



parallelogram

1

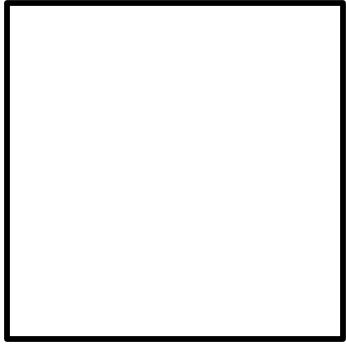
10



rhombus

2

20



square



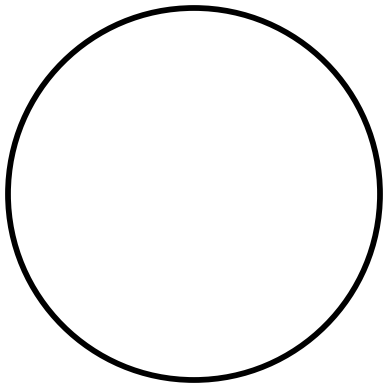
rectangle

3

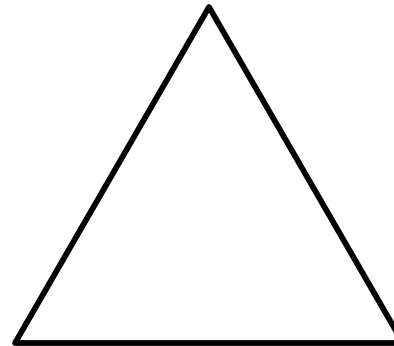
30

4

40



circle



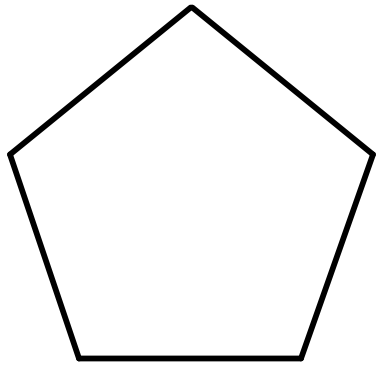
triangle

5

11

6

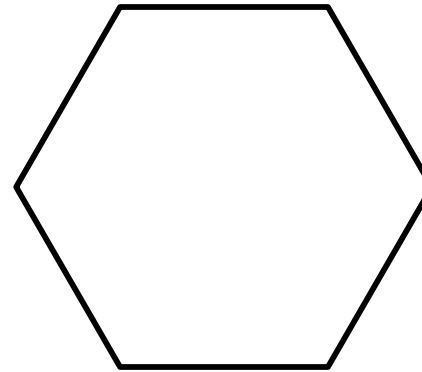
12



7

pentagon

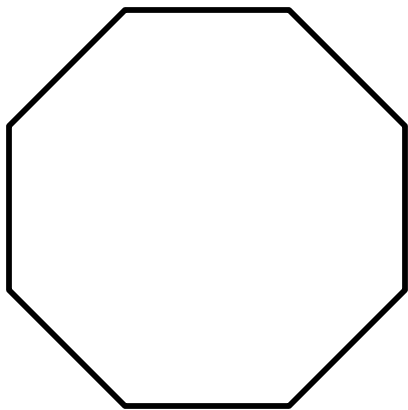
13



8

hexagon

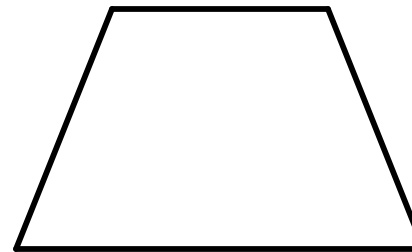
14



9

octagon

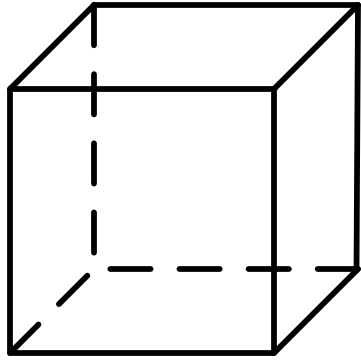
15



16

trapezoid

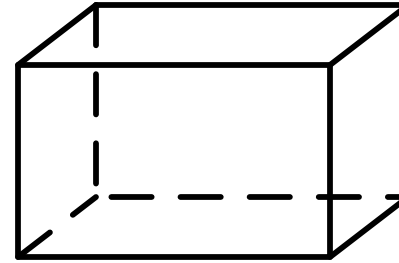
21



cube

17

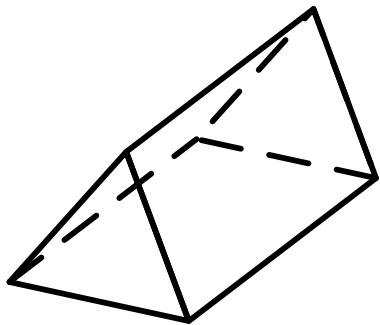
22



rectangular
prism

18

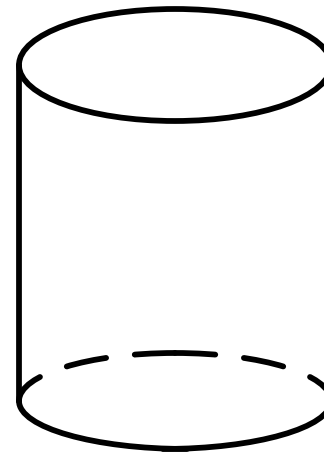
23



triangular
prism

19

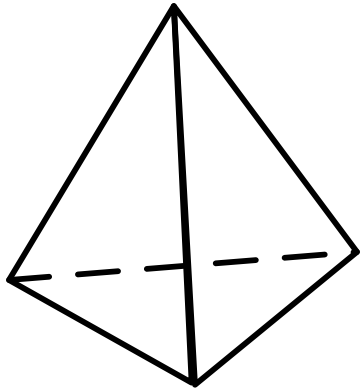
24



cylinder

25

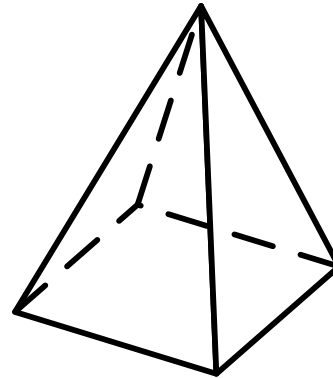
31



26

triangular
pyramid

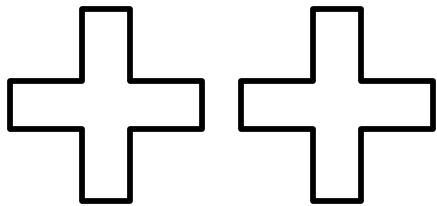
32



27

square
pyramid

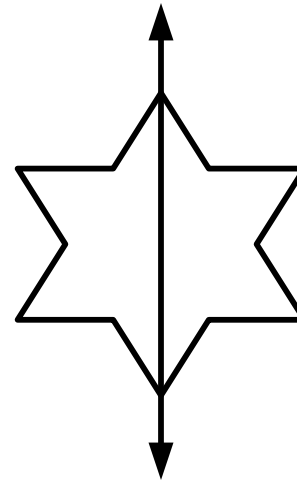
33



28

congruent

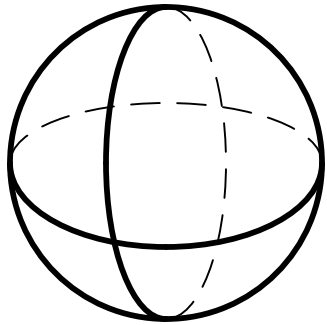
34



29

line of
symmetry

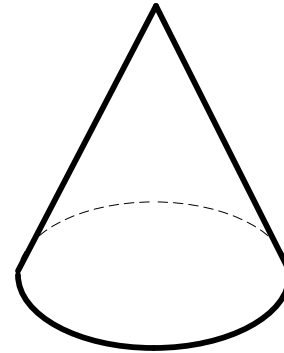
35



36

sphere

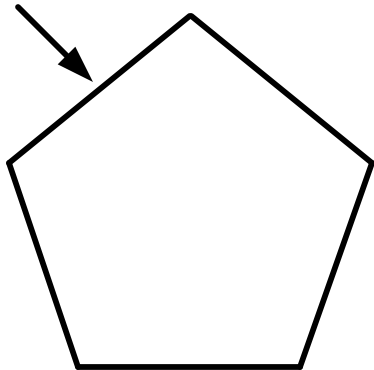
41



37

cone

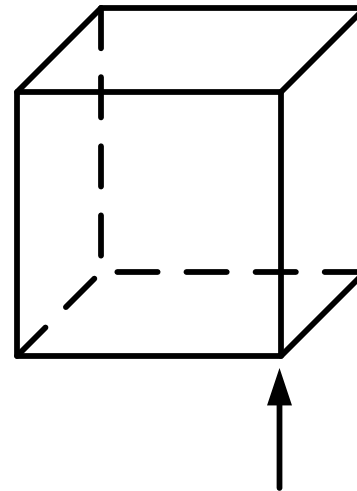
42



38

side

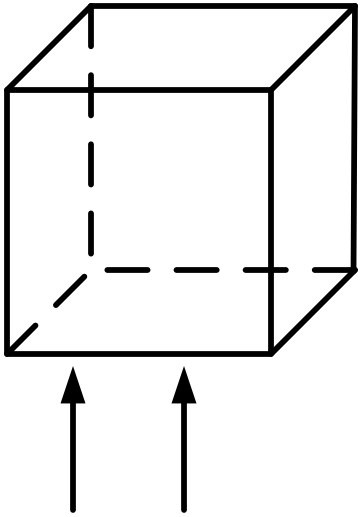
43



39

vertex

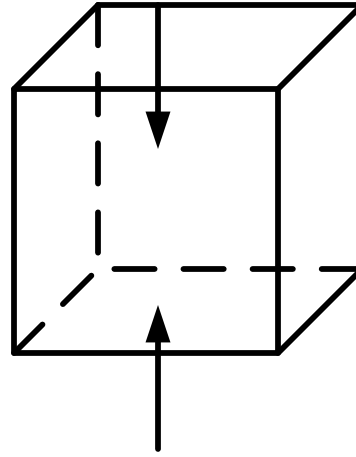
44



45

edge

46



47

face

48