

# Tow the Line

## Geometry

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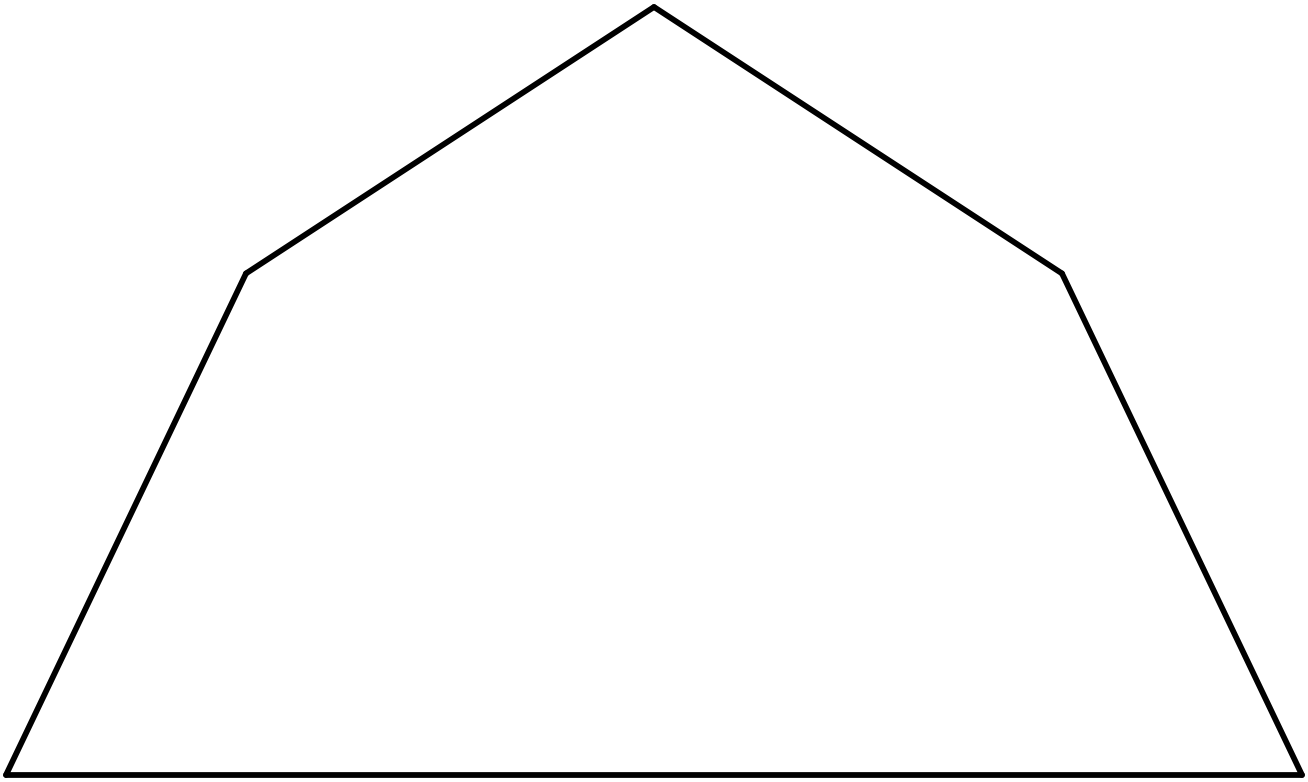
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Groups of 6+, Grades 3-5

\*Be sure to print these cards front to back.

### How to Play:

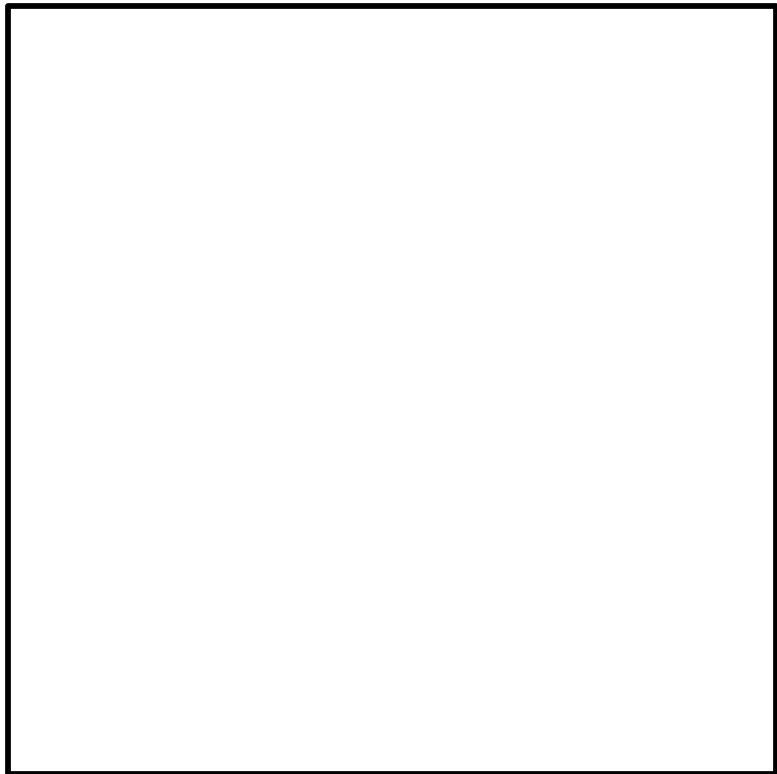
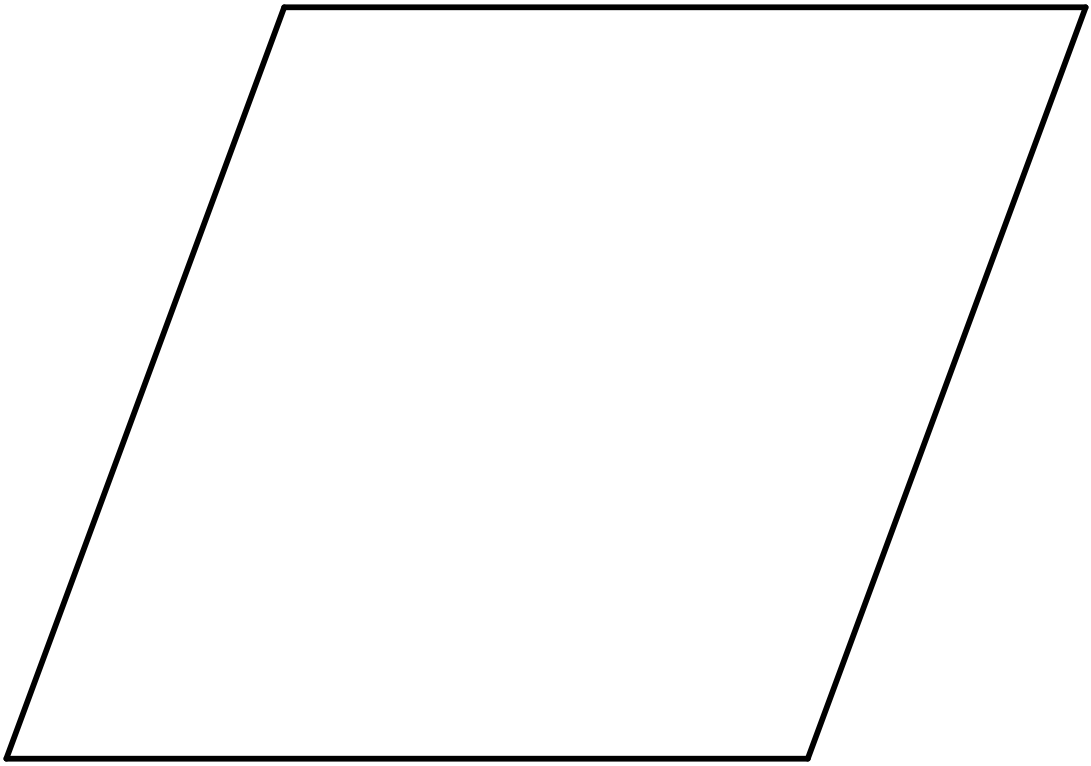
Divide the class into two groups. Group one stands in a line, facing the facilitator, a few steps away from group two, which should also stand in a line facing the facilitator. The first two people in each line play at one time. Hold up a card and have the students name the shape. The first person to respond correctly wins the round and stays at the front of the line. The other player goes to the end of the line. Players try to stay at the front of the line as long as possible. Team points can be kept if desired.



pentagon

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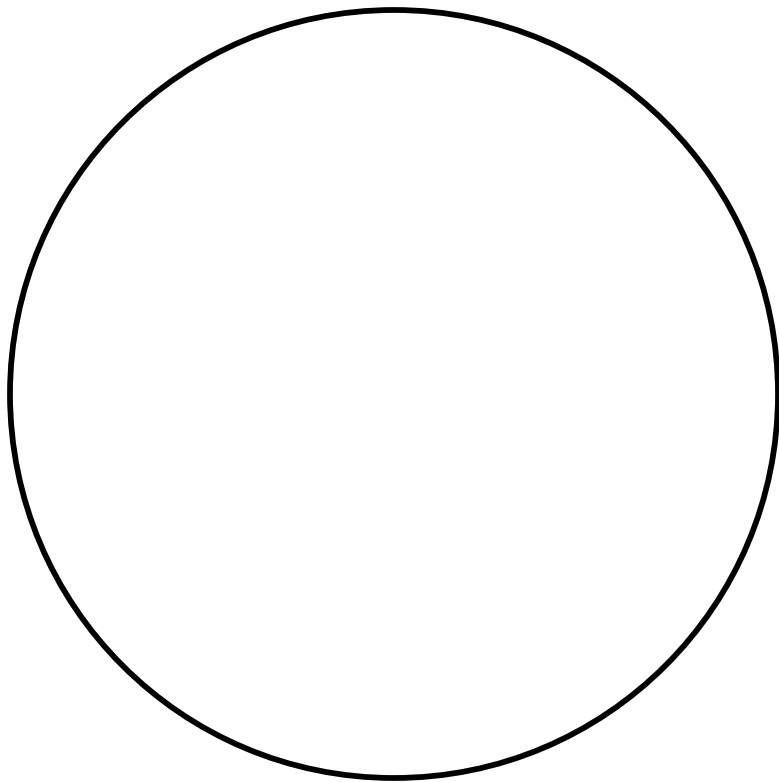
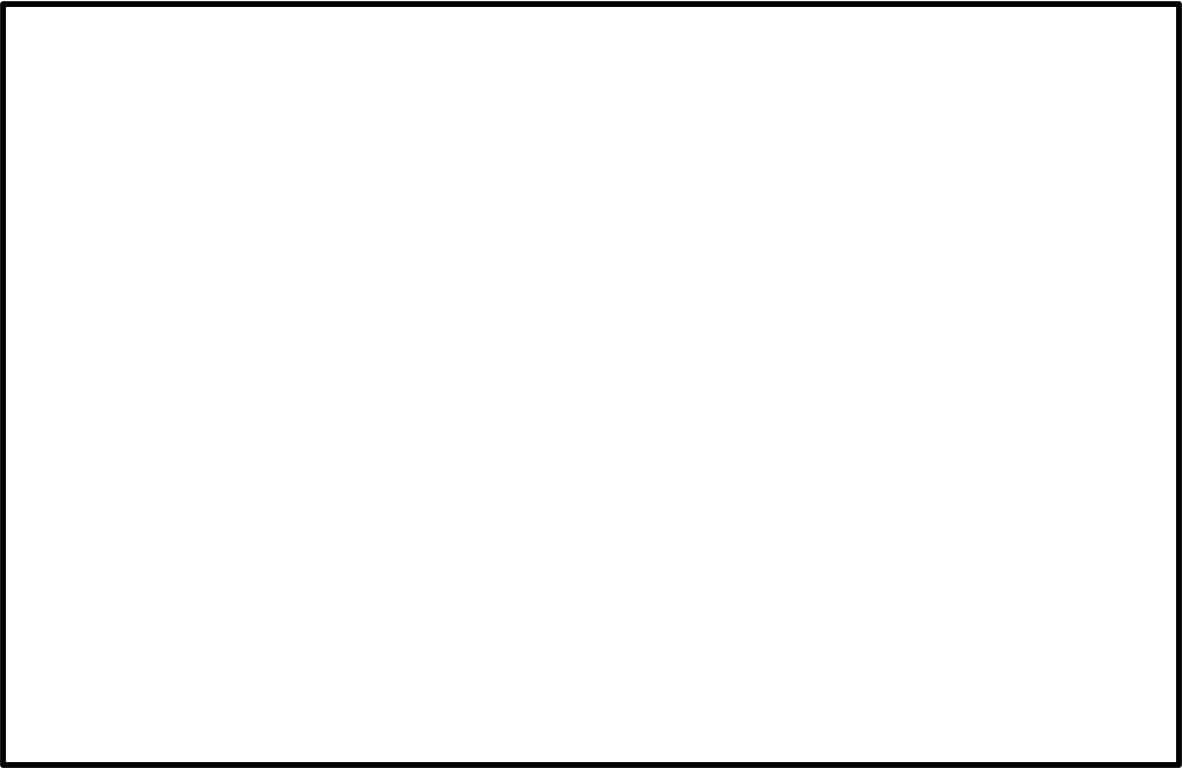
parallelogram



rhombus

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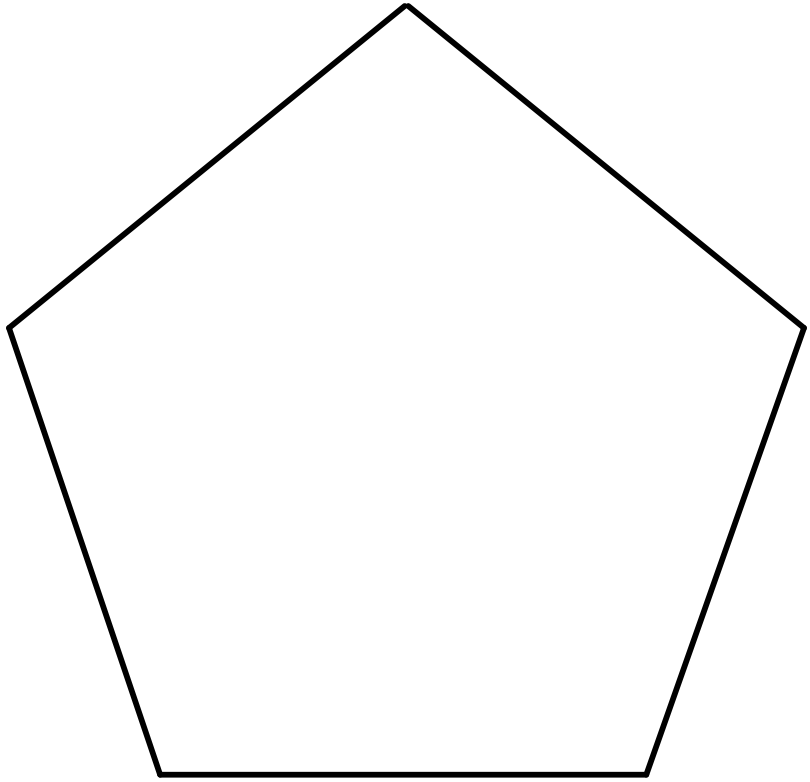
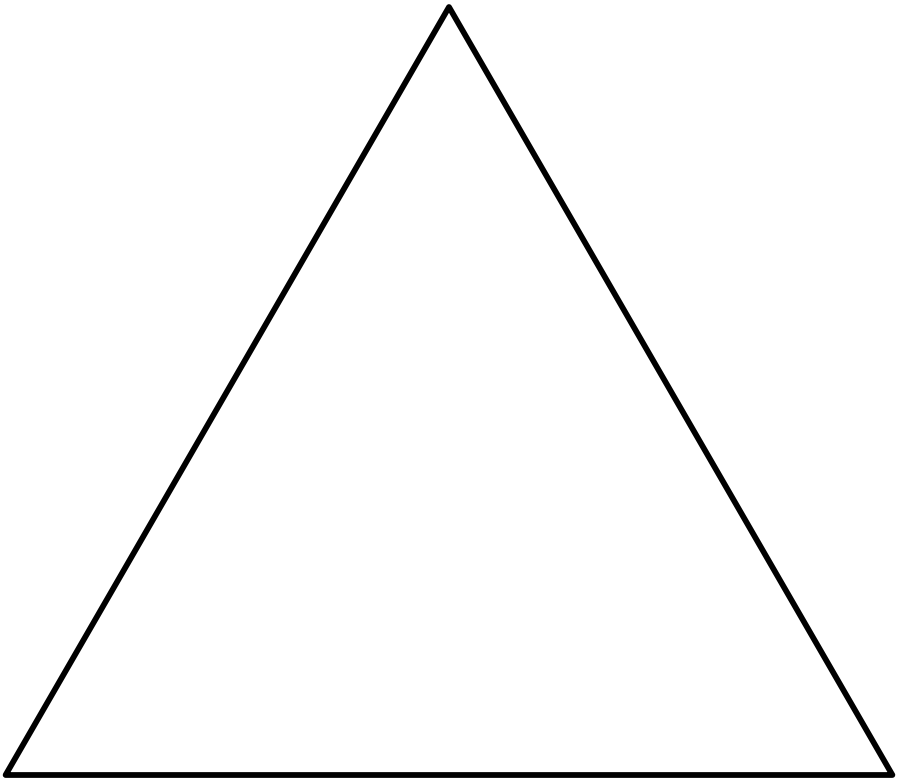
square



rectangle

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circle

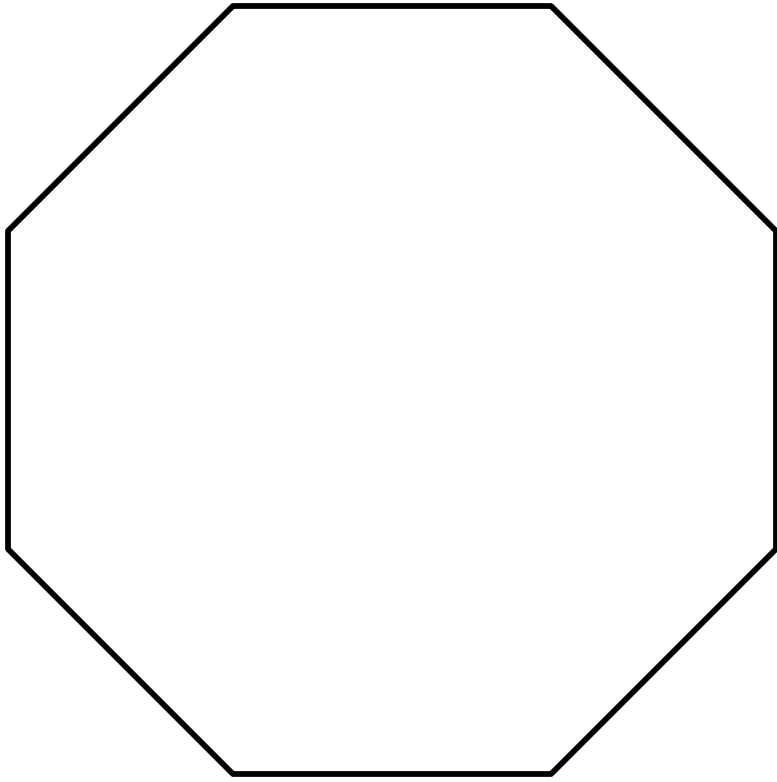
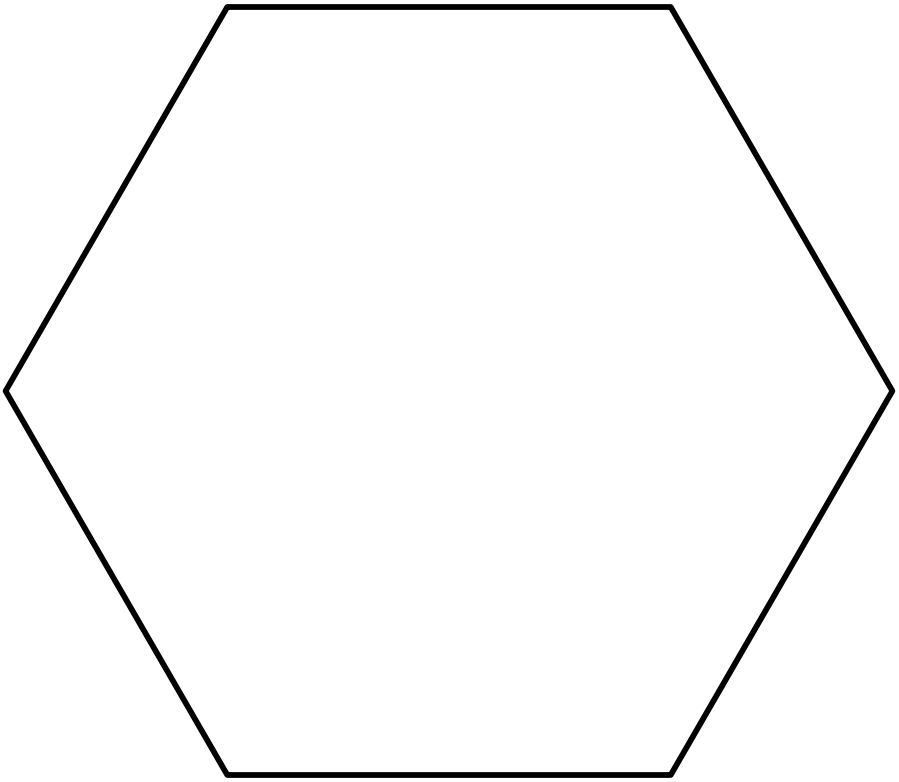




triangle

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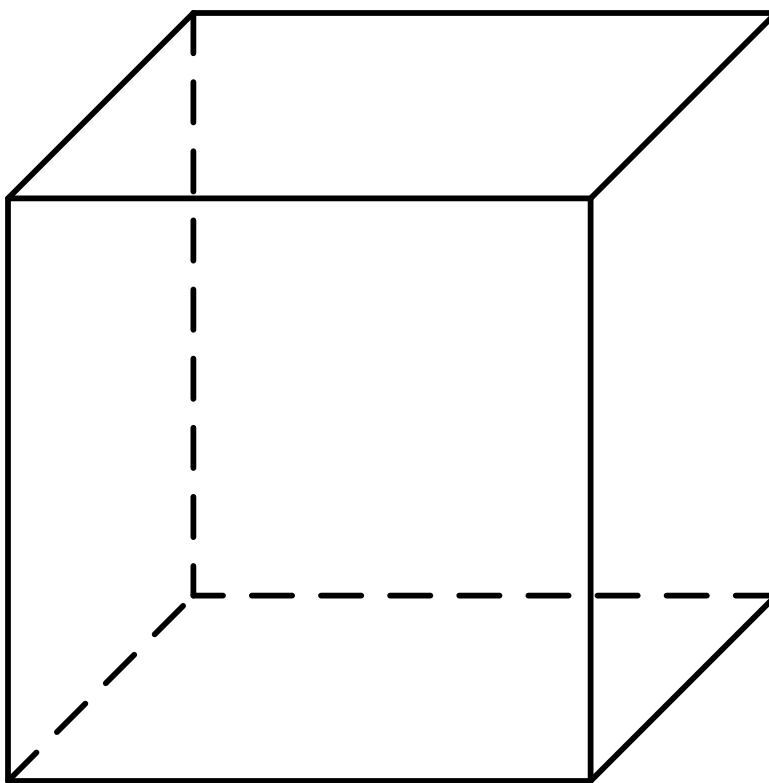
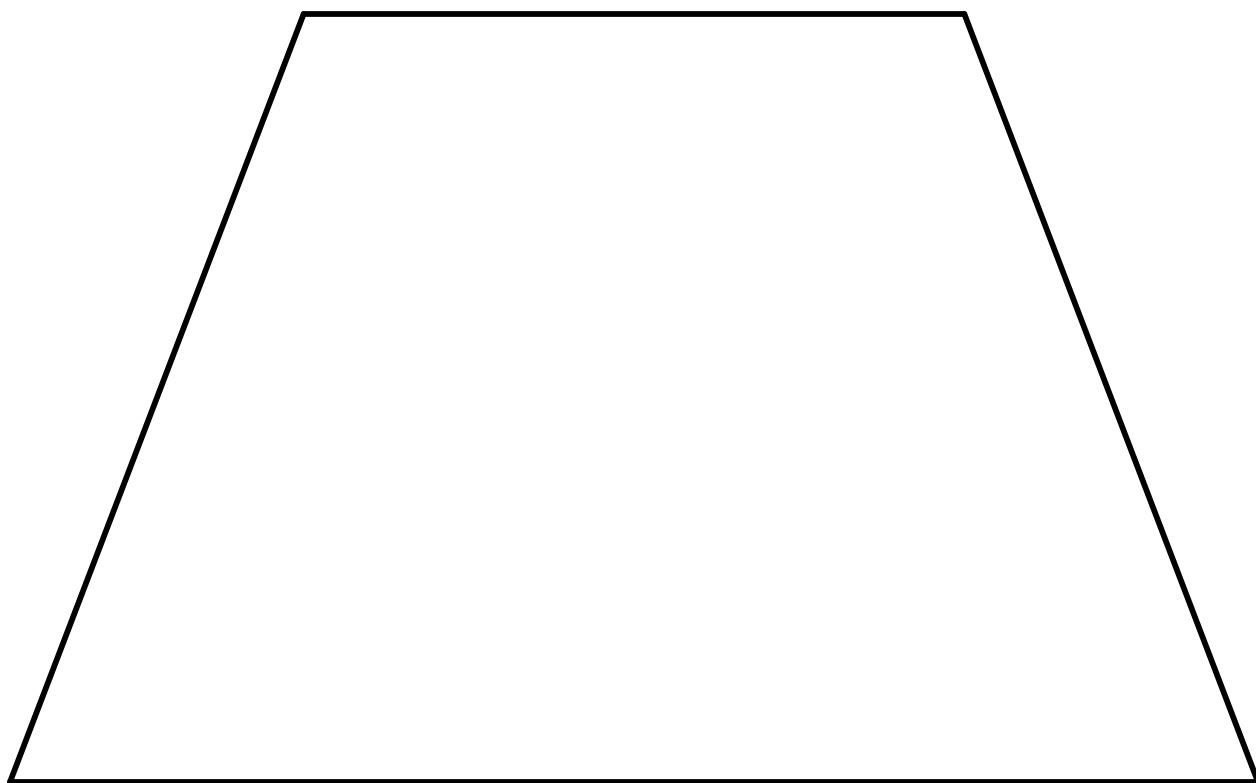
pentagon



hexagon

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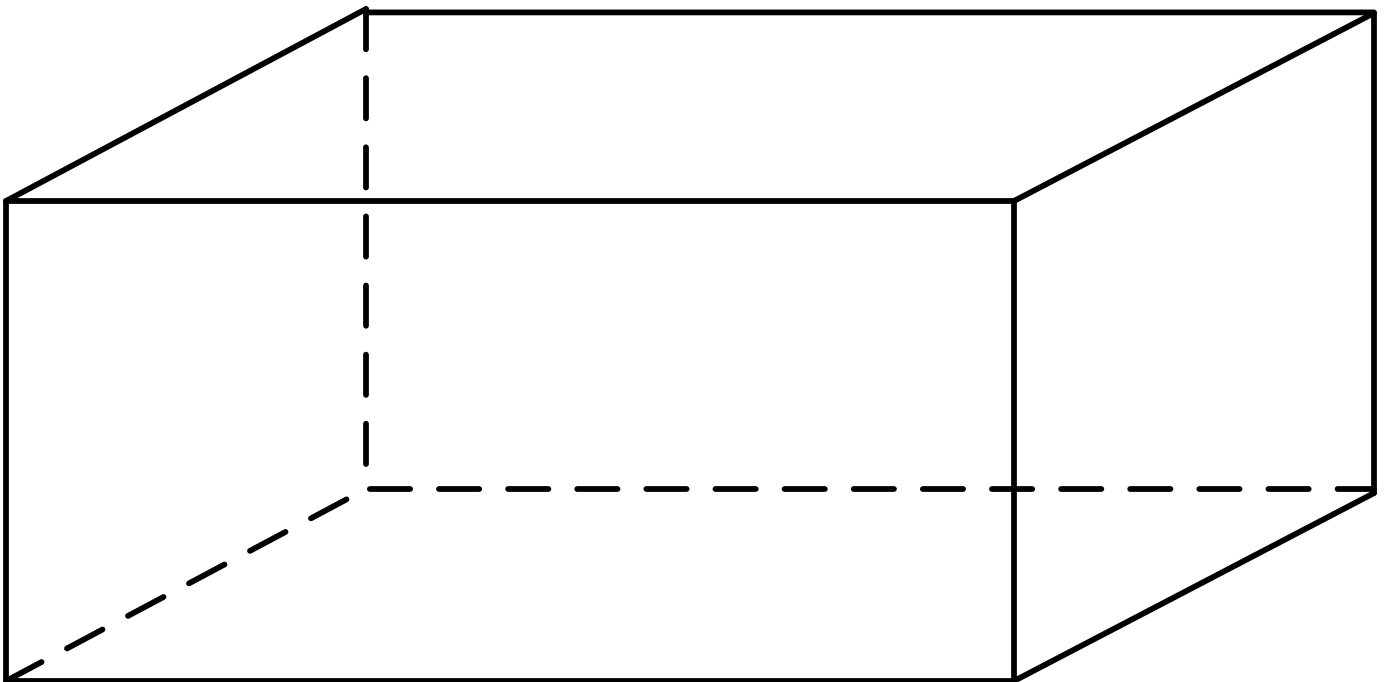
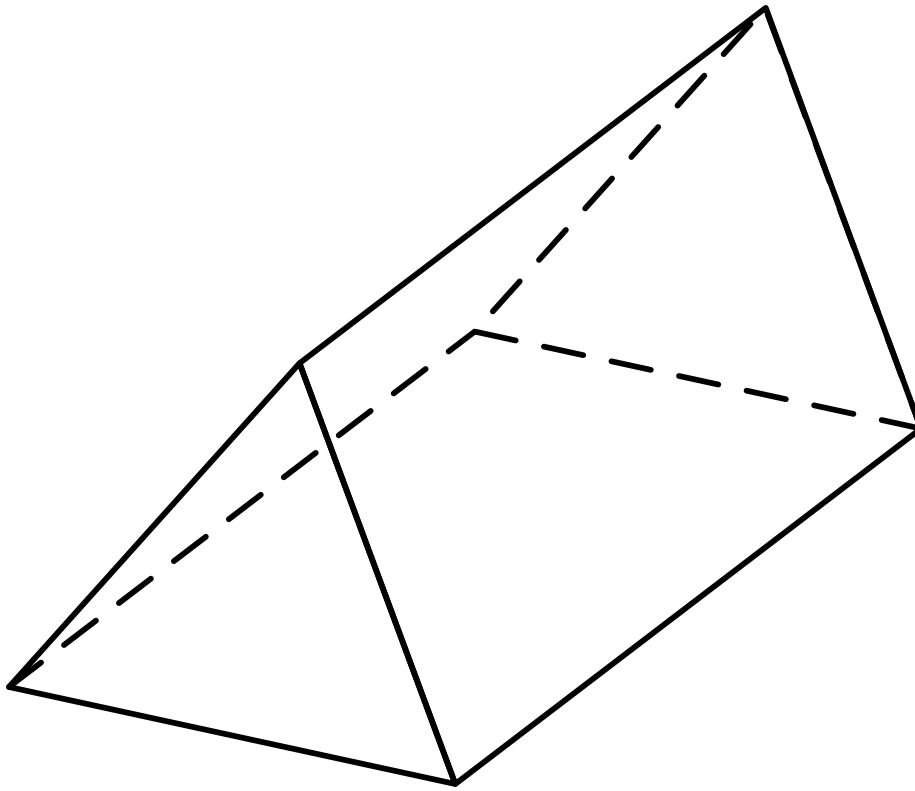
octagon



trapezoid

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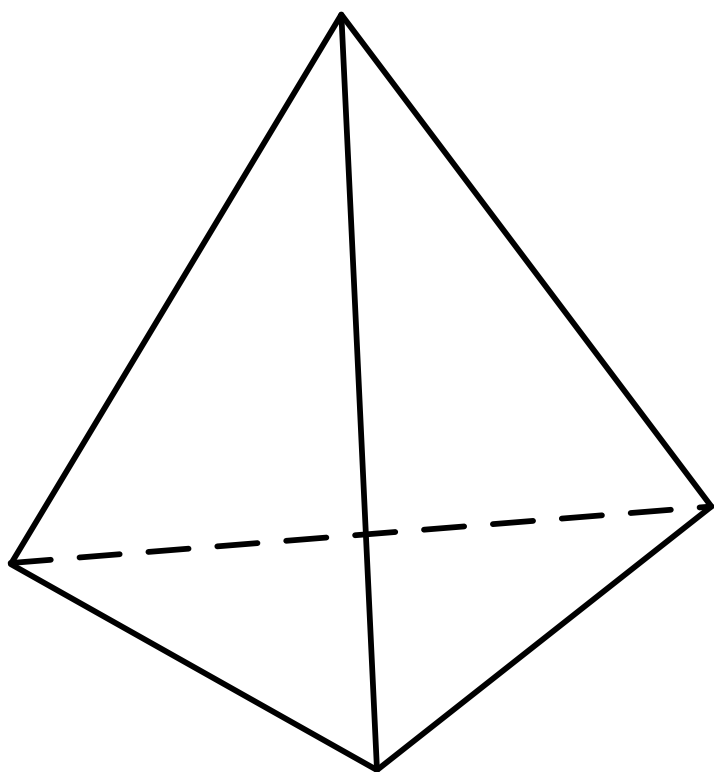
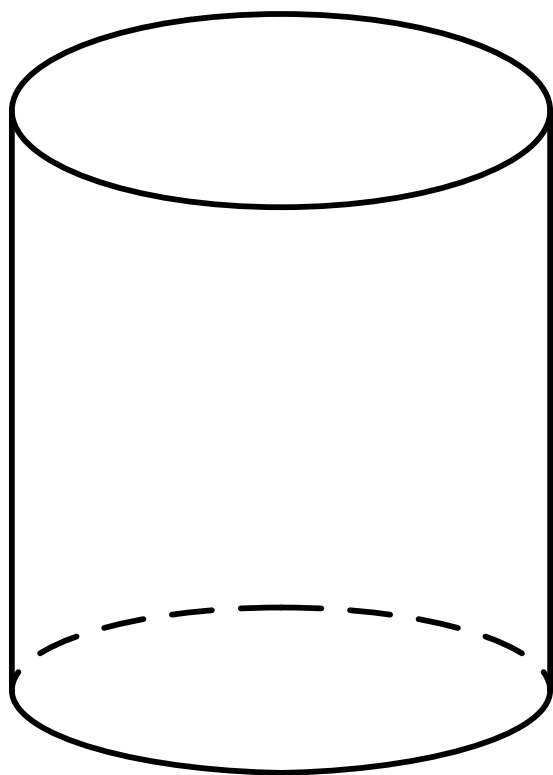
cube



triangular  
prism

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rectangular  
prism

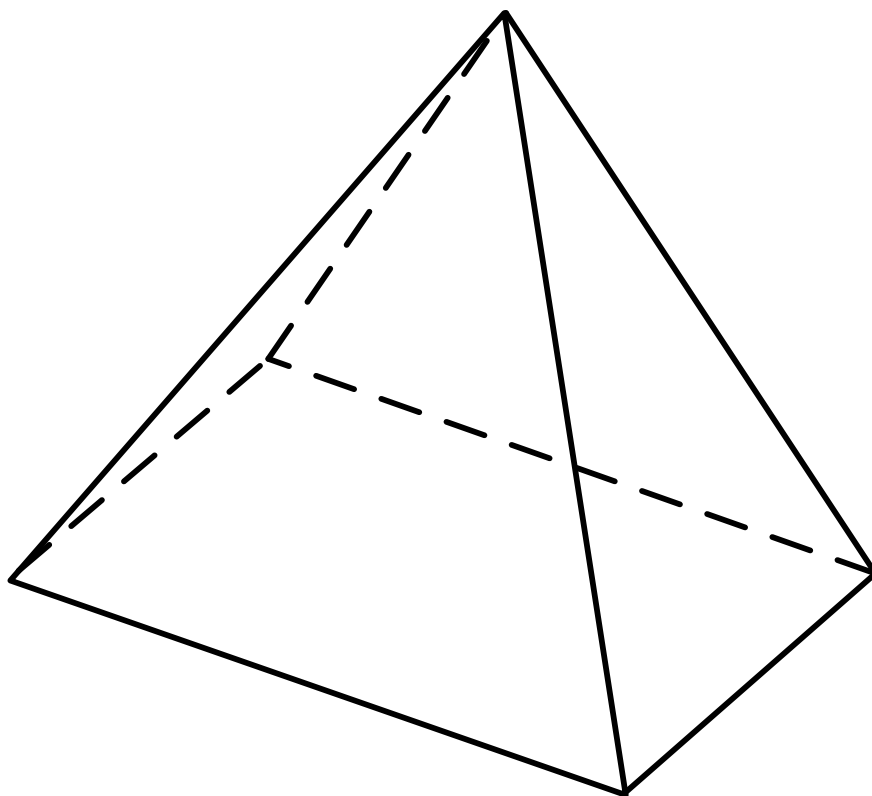
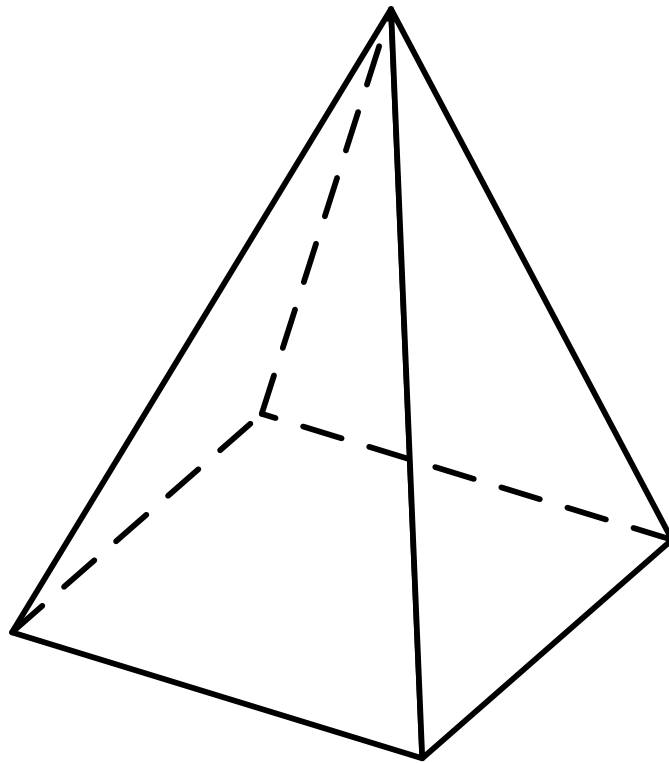




cylinder

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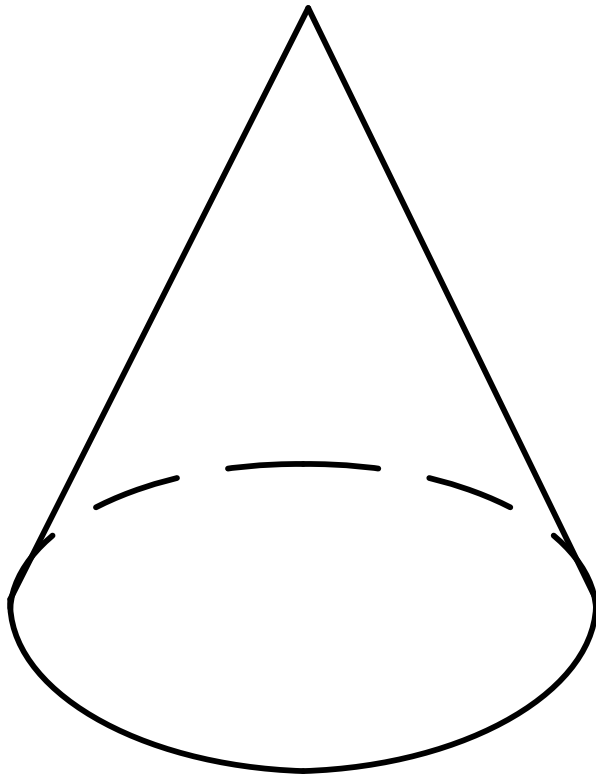
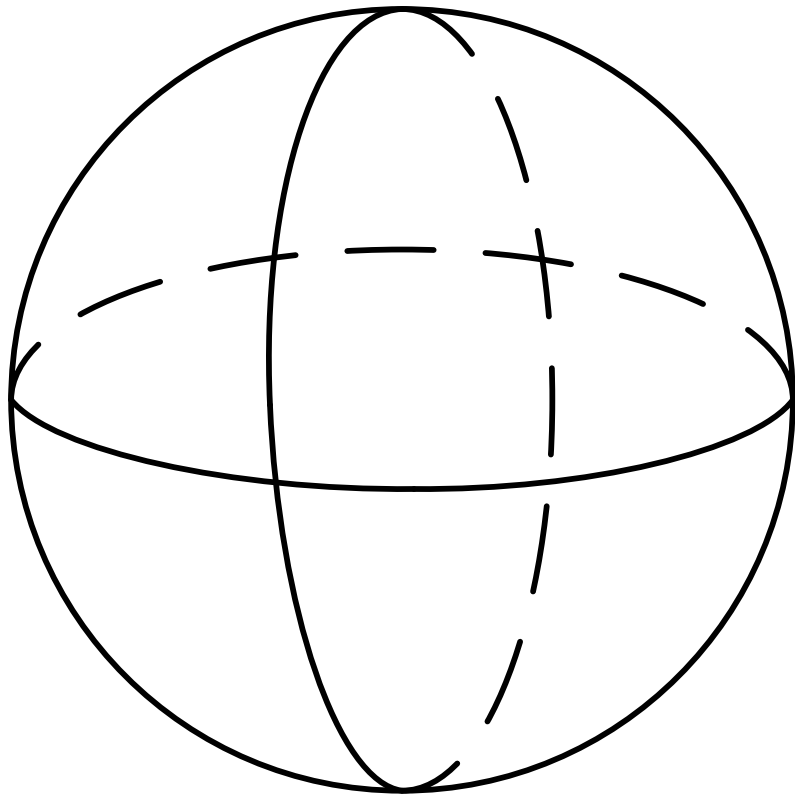
triangular  
pyramid



square  
pyramid

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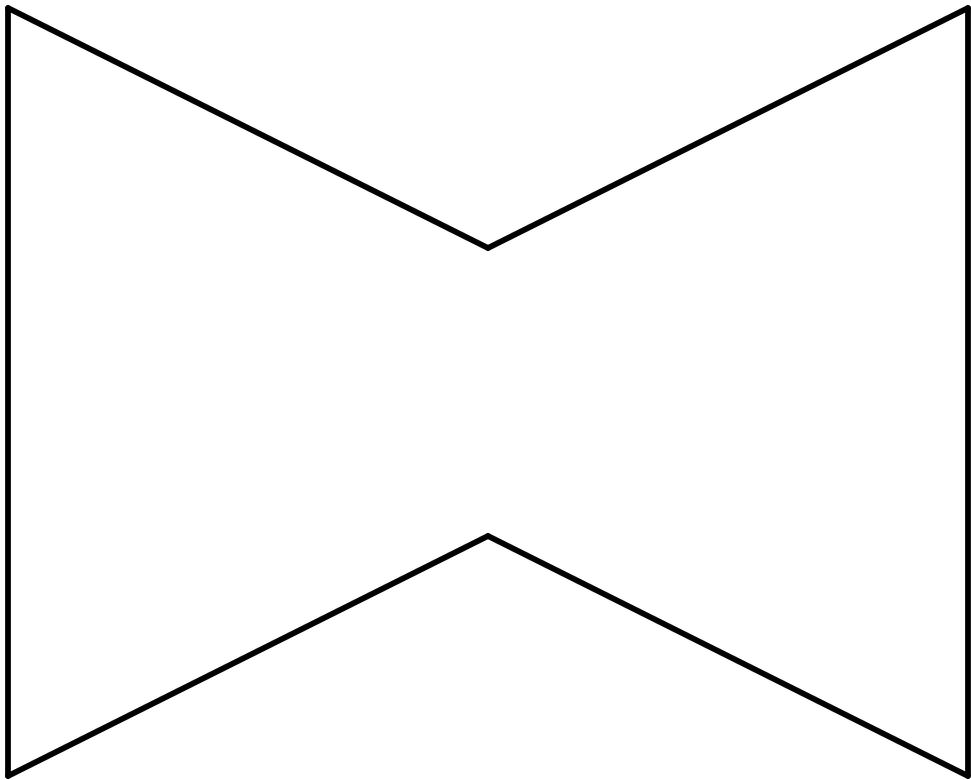
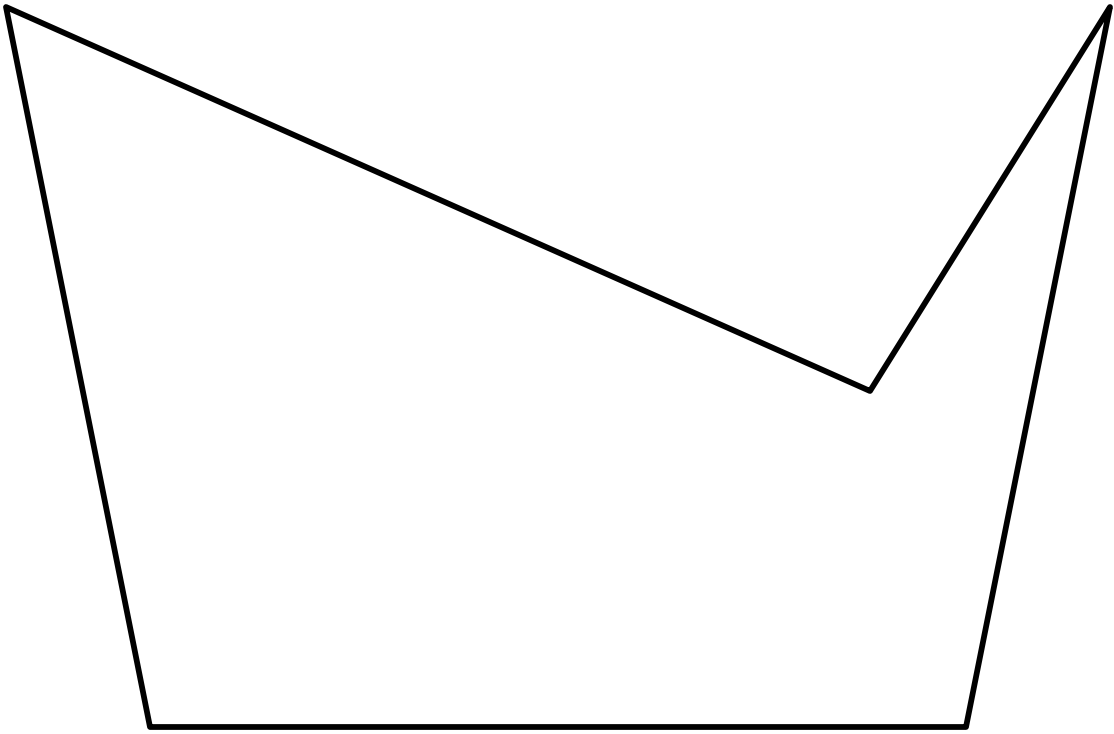
rectangular  
pyramid



sphere

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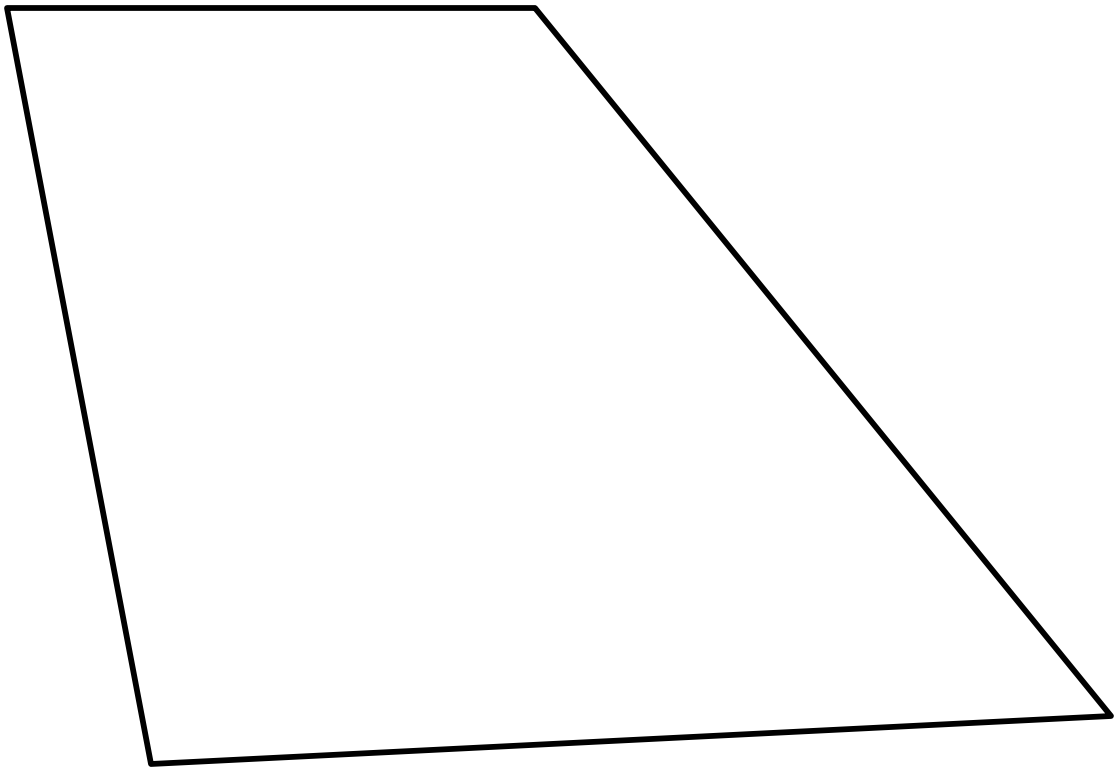
cone



pentagon

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hexagon

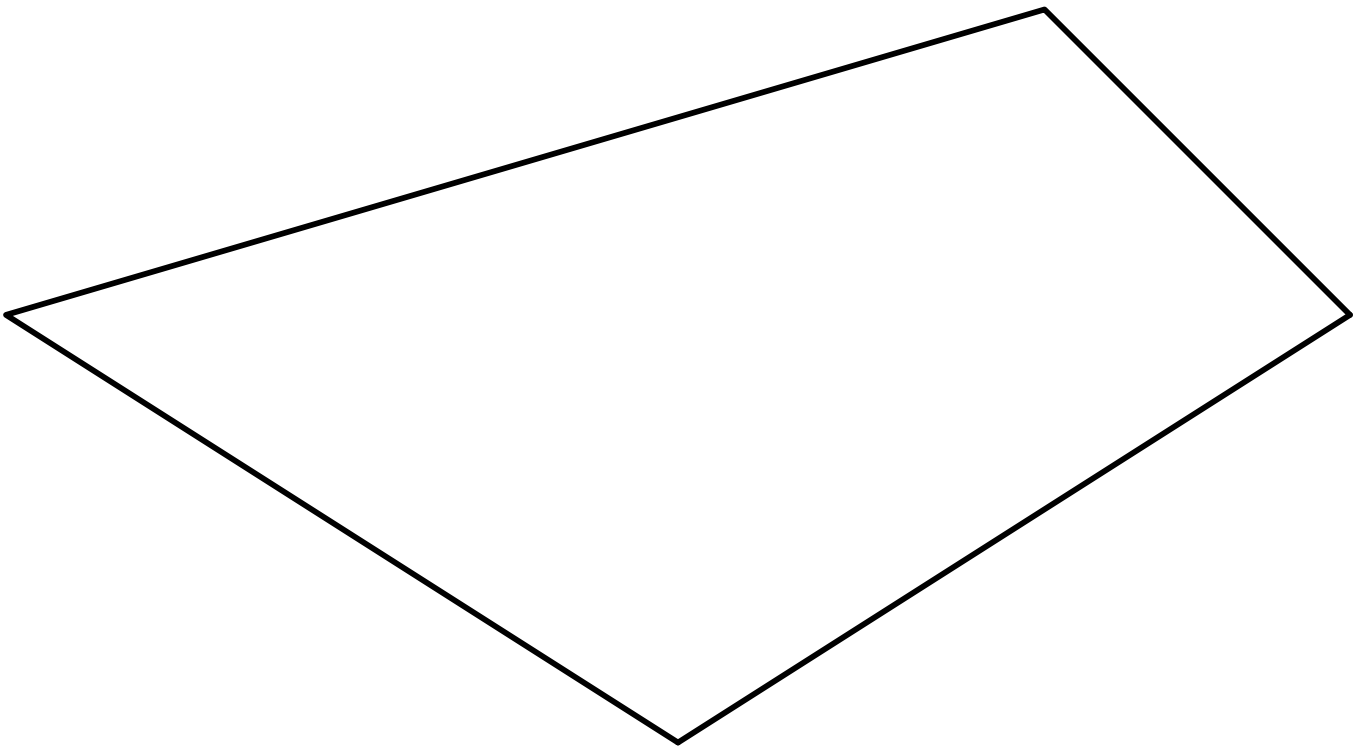
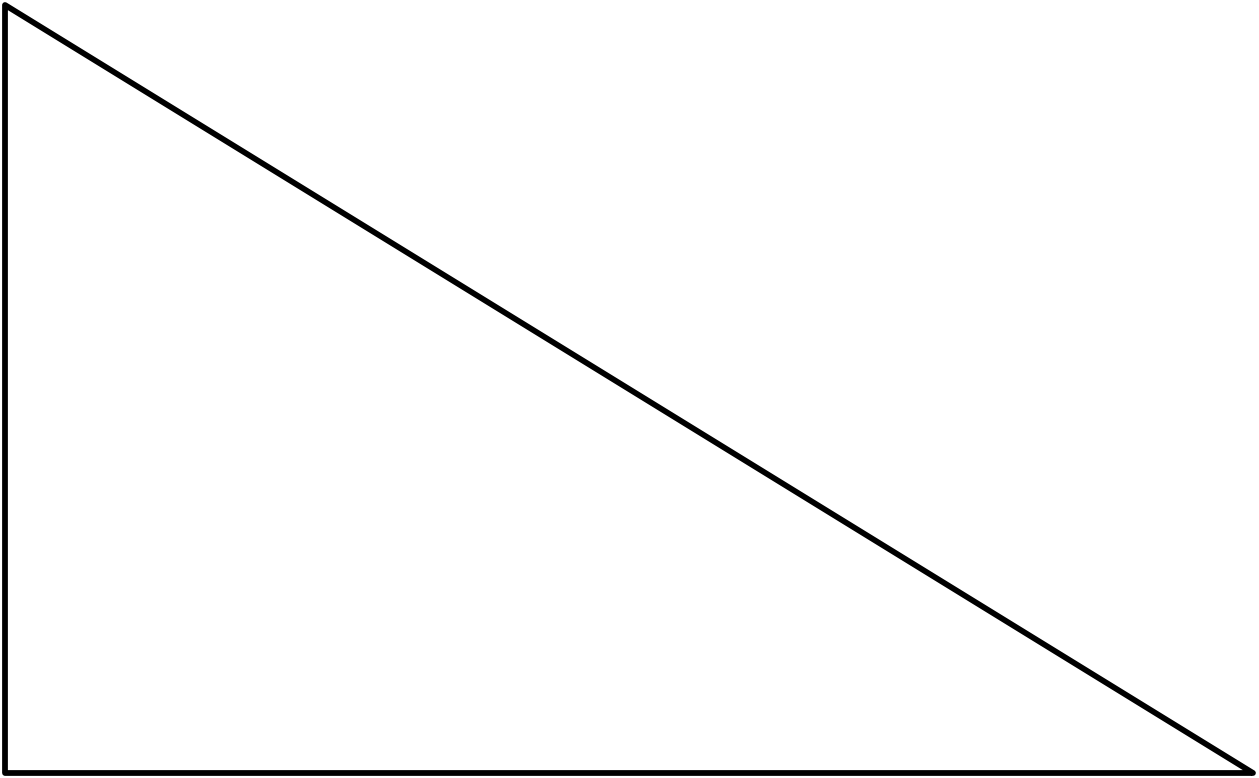




hexagon

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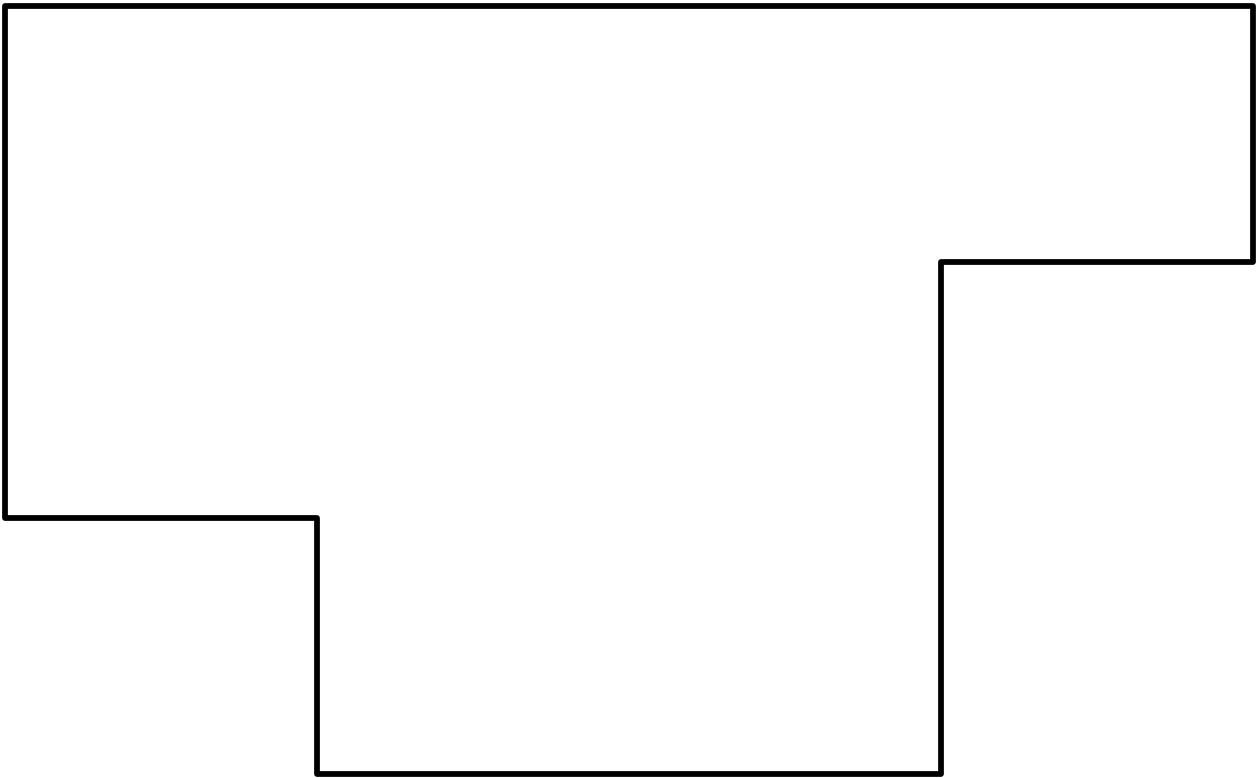
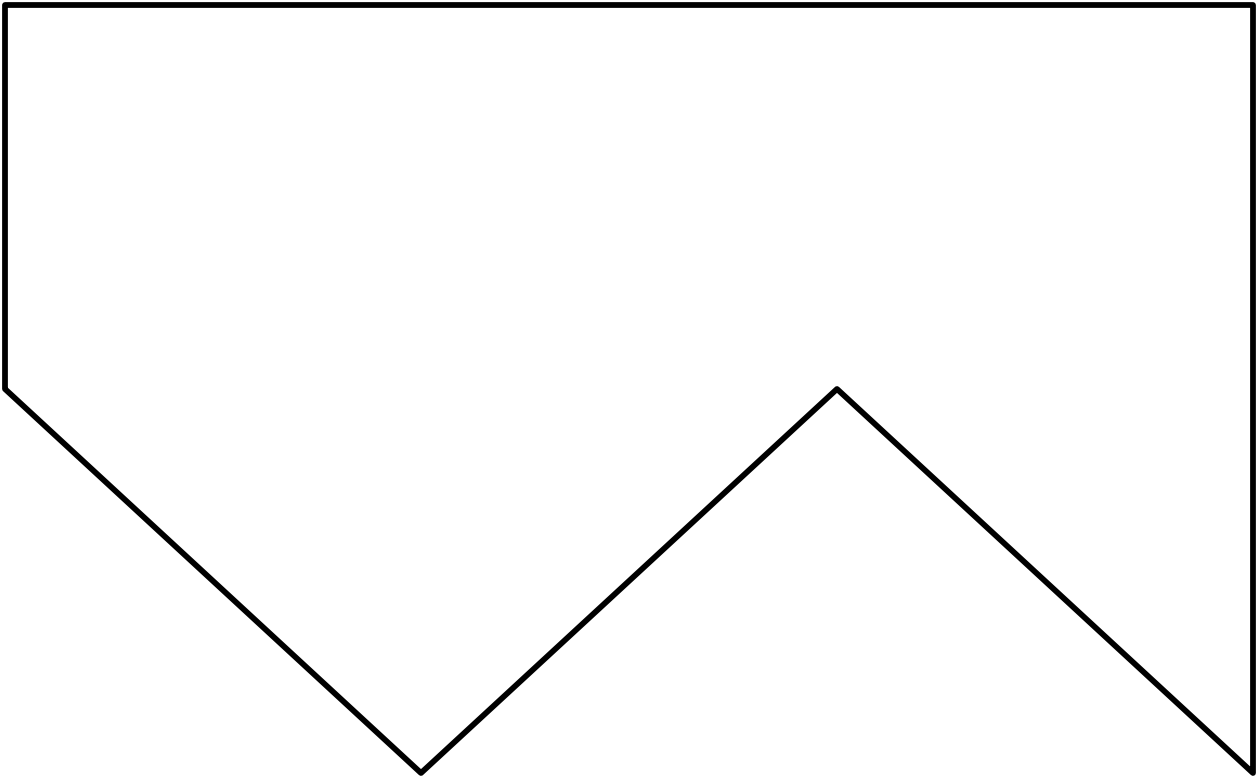
quadrilateral



triangle

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quadrilateral



hexagon

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octagon