Thank you for downloading the science and mathematics activity packet! Below you will find a list of contents with a brief description of each of the items. This activity packet contains all the information (including any handouts) you will need to run this activity in your own classroom or at a science festival.

Please note: some activities might require the need for a facilitator to be present to oversee the activity. Activities that require a facilitator will be clearly noted.

-Community Resources for Science

### **ACTIVITY PACKET CONTENTS**

- 1. Organizer Instructions for the person running the activity
  - Print suggestion: 1 for the facilitator
  - Includes information for setup prior to the event (e.g., materials prep)
- 2. Participant Instructions (tabletop sign/printout)
  - Print suggestion: 1-2 to put in a plastic sign holder

#### **ORGANIZER INSTRUCTIONS**

Grade(s): K-2

### Standard connections:

- CCSS.Math.Practice.MP5 Use appropriate tools strategically
- CCSS.Math.Practice.MP2 Reason abstractly and quantitatively
- CCSS.Math.Content.1.G.A. Reason with shapes and their attributes

### **Next Generation Science Standards:**

- Crosscutting Concepts
  - Patterns Patterns in the natural world can be observed, used to describe phenomena, and used as evidence

**Objective:** Recognize shape attributes and patterns by tracing a two-dimensional shape

**Activity overview and background:** Student-directed activity that can be completed independently. An adult can read the directions aloud, if needed, and model how to trace and rotate shapes.

### A facilitator should monitor the students using push-pins during the activity

#### Materials:

- 1 sheet of drawing paper
- 1 two-dimensional paper shape
- 1 piece of heavy cardboard
- 1 push-pin
- Pencil or other writing utensil
- Crayons or markers

#### Setup:

- 1. Give each student one piece of cardboard, a sheet of paper, and a paper shape
- 2. Have the student place the shape in the middle of the paper and then pin the paper and shape to the cardboard in the middle of the shape
- 3. Once students understand instructions, they can start to trace their shapes using pencils



# Instructions

- 1. Place a sheet of drawing paper on heavy cardboard, and then place a geometric shape on the paper
  - Push a push-pin through the center of the shape to hold it in place
- 2. Trace around the outside of the shape with a pencil
- 3. Rotate the pinned shape a portion of a turn, and trace again
- 4. Repeat step 3, rotating shape and tracing as many times as you want!
- 5. Remove the shape and examine your design. You may want to color it at home

## Things to think about:

- Is there an easy way to find the center of the shapes?
- What happens if you put the pin someplace other than the center?
- What patterns do you see in your design?

