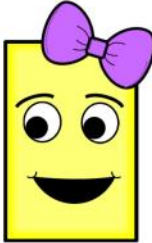

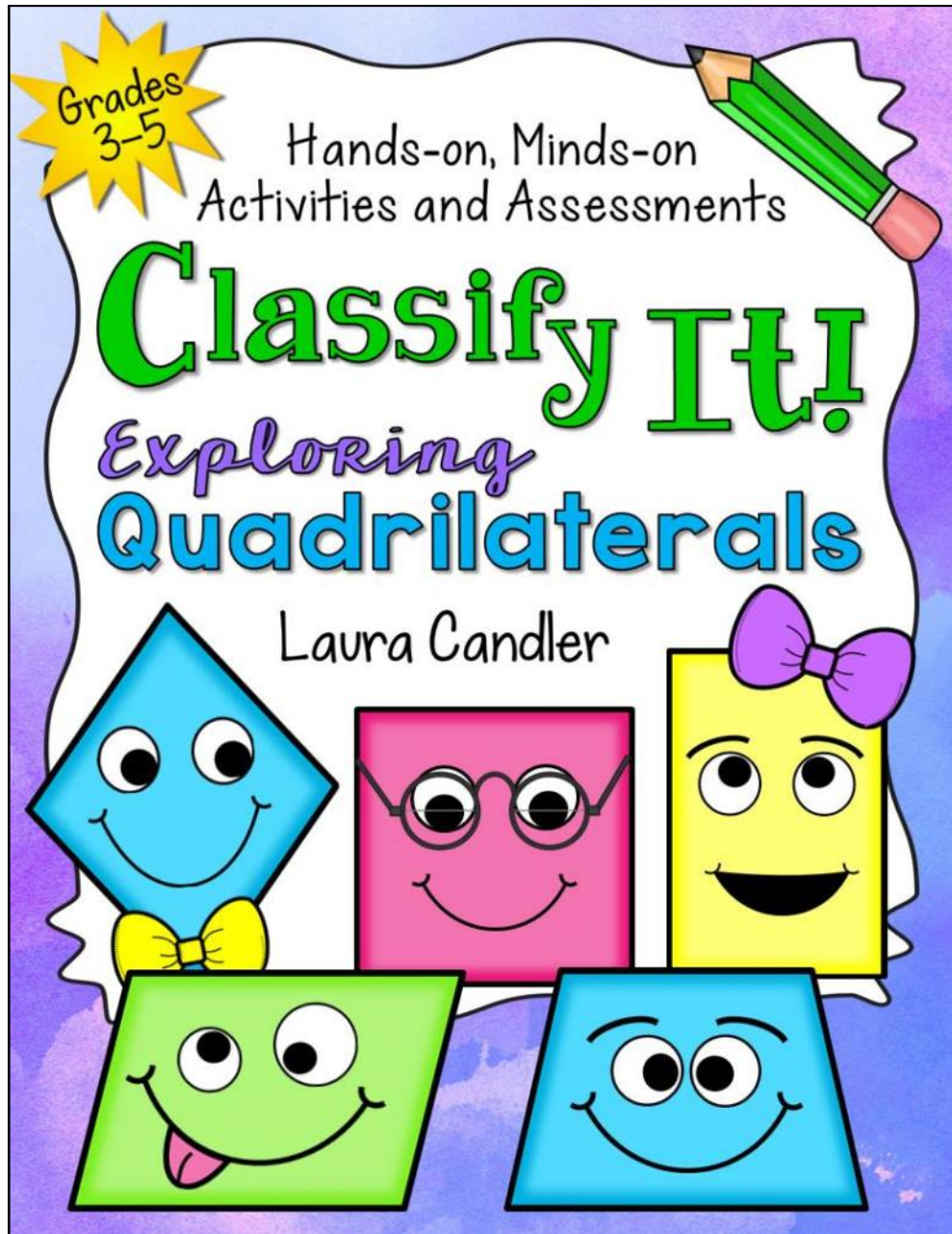


Classify It! Exploring Quadrilaterals


A preview of selected pages and activities



Classify It!

Exploring Quadrilaterals
by Laura Candler

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Classify It! Exploring Quadrilaterals

Types of Quadrilaterals

Essential Attributes



Square

4 equivalent sides and 4 right angles

Rectangle

4 sides and

Parallelogram

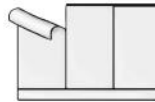
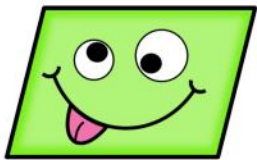
4 sides of opposite

Rhombus

4 equivalent sides

Trapezoid

4 sides with one pair of exact opposite



Quadrilaterals Foldable for Interactive Notebooks

Cut out the rectangle and cut on the dashed lines to form 5 flaps. Glue the strip on the left side to your notebook page. Then lift each flap and write the definition of each type of quadrilateral on the lines underneath.

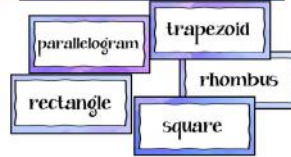
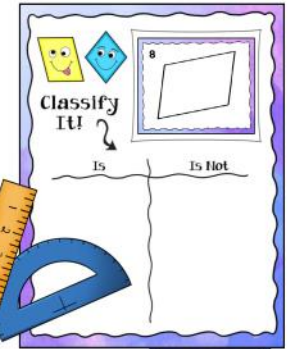
Types of Quadrilaterals

	square
	rhombus
	rectangle
	parallelogram
	trapezoid

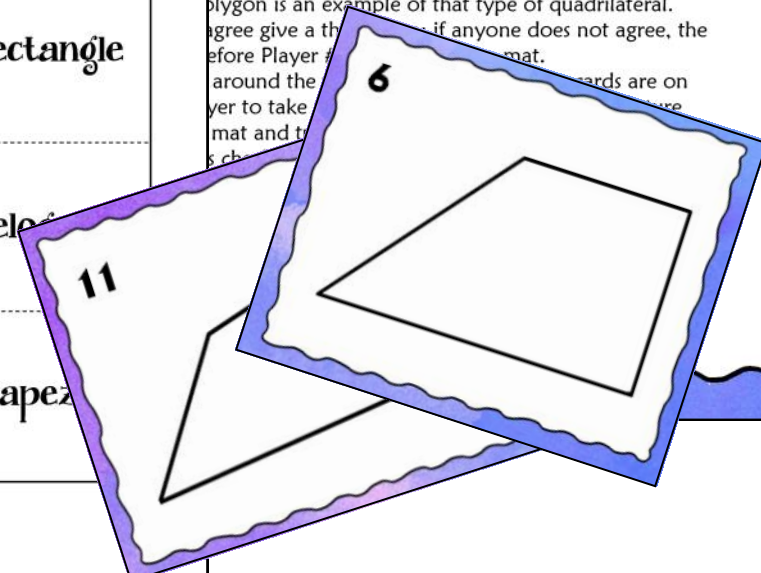
Classify It! Sorting Activity

Set Up for 2 to 4 Players

Picture cards face up on the mat, and spread out. Players take turns

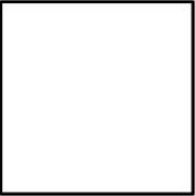

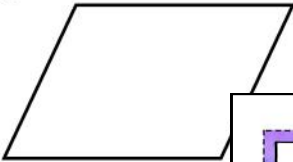

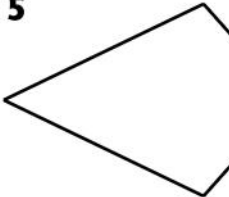


of the quadrilateral is to the other players. Whether the quadrilateral is the sorting mat **IS** or **IS NOT** that type and explains why. The player who agrees gives a thumbs up. If anyone disagrees or should call for a team discussion. Everyone discusses the quadrilateral and how it should be classified. A ruler or protractor to measure the sides and angles of the quadrilateral is necessary. When all students are in agreement, Player #1 places a word card under the correct heading. Player #2 chooses any one of the remaining sorting cards and explains why that quadrilateral is an example of that type of quadrilateral. If everyone agrees, give a thumbs up. If anyone does not agree, the player who disagrees calls for a team discussion. Player #1 places the word card around the quadrilateral on the mat. Player #2 chooses any one of the remaining sorting cards and explains why that quadrilateral is an example of that type of quadrilateral. If everyone agrees, give a thumbs up. If anyone does not agree, the player who disagrees calls for a team discussion.


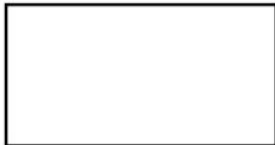
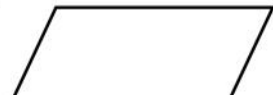
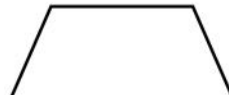


Activity Pages Provided in Color and B&W

Quadrilaterals to Classify (1-6)

1 	2 
3 	4 
5 	

Quadrilaterals to Classify (1-6)

1 	2 
3 	4 

Quadrilateral Word Cards	rhombus
trapezoid	rectangle
square	parallelogram

Quadrilateral Word Cards	rhombus
trapezoid	rectangle
square	parallelogram

Quadrilateral Word Cards	rhombus
trapezoid	rectangle
square	parallelogram

Quadrilateral Word Cards	rhombus
trapezoid	rectangle
square	parallelogram

Quadrilateral Word Cards	rhombus
trapezoid	rectangle
square	parallelogram

Quadrilateral Word Cards	rhombus
trapezoid	rectangle
square	parallelogram

Teaching tips, student directions and printables

Classify It! Game Materials

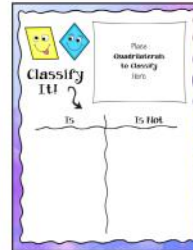
- Classify It! Sorting Mat and Game Directions
- 12 quadrilateral picture cards in an envelope
- 4 sets of quadrilateral word cards
- Small bowl with at least 100 plastic chips, dried beans, or other game counters
- Ruler and protractor



Classify It! Game

Game Set Up

Place the *Classify It! Sorting Mat* and game counters in the center of the team. All players take 5 counters to start the game and spread their quadrilateral words face up in front of them. Decide who will be the first Leader. Leaders switch roles after each round. Play passes to the left.



Classify It! Game

The Classify It! Game is the ultimate test of whether or not your students understand the essential attributes of quadrilaterals! The game is designed for fun and it's competitive, with students scoring points for correct answers and losing points for incorrect answers. It's best to introduce the game after students have participated in the sorting activity. This is a center activity, but the rules are a bit tricky so you'll want to introduce it to the whole class before putting it in a center.

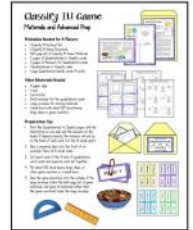


Advanced Preparation

Follow the step directions on page 24 for details about the game materials. The materials are a bit time-consuming to make, so you'll need to plan for the game in advance and laminate each set and store them to use again.

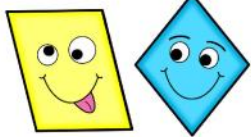
Partners

For a variety of abilities in your class, assign students to work in pairs for the game. If you have a group that is struggling, you can supervise that group after you model the game to the class and get them started.



Game Materials

Place the large envelope with the Classify It! game materials in the center and the game directions on the outside. In



Classify It!

Place
Quadrilaterals
to Classify
Here

Is

Is Not

The Leader draws a quadrilateral picture from the envelope and places it face up at the top of the mat. Next, the Leader selects one of his or her cards, holds it up for the team to see, and asks whether the quadrilateral pictured **IS** or **IS NOT** a square. The player who answers the question by placing the quadrilateral on the word card explains why. The Leader may use a ruler or protractor to measure the sides or angles of the quadrilateral, or he or she may use a protractor to measure the angles.

The player may either pass or classify the polygon in a different way. If the player disagrees with the first player's classification, he or she explains why. The Leader then asks the other player if her card having the same quadrilateral name in the other column.

After taking turns around the team until all five quadrilateral terms are used in both columns. If some players have disagreed with a card's placement, the Leader may ask more than five cards on the mat. For example, if one player states that a square **IS** a trapezoid, but another player says it **IS NOT** a trapezoid, the Leader may place two trapezoid cards on the mat, one in each column. However, only one point is earned for the player a point for correct placement.

The Leader sets up the quadrilateral picture, turns it over, and reads the answers aloud. Players take one game counter for each card they placed correctly and give up one game counter for each card they placed incorrectly. If a player changed another player's classification and won, the loser gives the counter instead of placing it in the bowl. After the round is over, all players count their quadrilateral word cards.

The Leader passes the envelope with the quadrilaterals to the player on the left. The next Leader who draws out a new quadrilateral card. After four rounds, switching Leaders for each round. When all cards are used, everyone counts his or her game counters to see who won.

Player 2

rhombus

trapezoid

rectangle

square

parallelogram

Player 4

rhombus

trapezoid

rectangle

square

parallelogram

square

parallelogram