



TEACHER PAGE

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New Arizona Math Strand 4 Geometry and Measurement Grade 1

Articulated 4M11-O2 Identify two-dimensional shapes by attribute (size, shape, number of sides, vertices).

Old Arizona Math Standard 4 Geometry Foundations 1 Grades 1-3

4MF1-PO2 Draw two-dimensional shapes.

Learning Objectives: Students will be able to:

- identify a two-dimensional shape (square) by name, attribute
- build (draw) a two-dimensional shape (square)

Overview:

If, at the beginning of this lesson, students do not know the following terms: two-dimensional shape, right angle, equal sides, geometric shape, square, and line segment), they will learn them during the lesson. Students will see the word “square” and be able to connect it to the shape. Students would benefit from having Checkers, checkerboards and Bingo games near by to play. This lesson is narrated in English, Navajo and Spanish. There are scripts also.

Modeling:

Teacher presents lesson concepts and examples. Students are to work through numbers 1-4 (look, see, try, and show) on the left side of the screen.

Coaching:

Students read the section “Say What?” located at the top right side of the screen. This section reviews concepts two-dimensional shape, 4 right angles, equal sides and geometrical shapes (having straight-line form rather than blobs).

Reflection:

Students go to “So What?” (ZZZZ) on the right side of the screen to locate points on a grid.

Exploration:

Students go to DIG DEEPER on the right side of the screen. Students will build their own crossword puzzle for a friend to work.

Articulation:

In the TALK ABOUT IT Section student groups will count the number of squares on a checker or bingo board. Students could play the actual games if time allows.

Follow-up:

Using paper, toothpicks and glue, students make squares at a center, or draw them on dot or graph paper.

Assessment:

In the TRY section, students identify squares by sight (name and attribute). In the SHOW section, students have the ultimate check for understanding in their ability to build (draw) a square on the screen using the mouse and sticks.

