TEACHER PAGE

Lesson: 3-D Figures Pt. 1
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New Arizona Math Strand 4 Geometry and Measurement **Grades 5, 6, 7**
Articulated 4M51-O4 Identify the properties of two- and three-dimensional geometric figures using appropriate terminology and vocabulary; **4M61-O4** Classify three-dimensional figures by their attributes; and **4M71-O2** Classify three-dimensional solids by their configuration and properties.
Old Arizona Curriculum Standard 4 Essentials 1 **Grades 4-5**
PO1A Classify 3-dimensional figures by their properties. –A. by sight

Learning Objectives: The students will be able to
•identify 3-D figures (sphere, prism, pyramid, cone, cube)
•demonstrate computer skills in learning the properties of 3-D figures
•explain the classification of 3-D figures by properties.

Materials:
Models of 3-D figures such as cubes, cones, spheres, prisms, pyramids
Chart of definitions of 3-D figure properties (edges, vertices, and faces)
Computers
Story or book of “Cinderella,” or a favorite adventure story

Overview:
This is an introduction to 3-d figures. Students will identify common objects as 3-D figures and their properties.

Classroom Management:
This Internet lesson lends itself to small group, large group or individual instruction.

Engaging the student:
Read the story of “Cinderella” or any other adventure story and suggest the pages of the book with printing are really 2-D. So what is 3-D? Connect the story and 2-D discussion to the lesson by suggesting to students that they are about to go on a 3-D adventure of their own on computer.

Assessment:
Students will identify the names of 3-dimensional figures and match their shapes to the correct name. Students will also demonstrate classification of cubes, prisms, and spheres by their edges, vertices, and faces of the figures.

Teacher note:
Please note there is a companion lesson called 3-D Figures Pt. 2.