### Core Content

**Cluster Title:** Analyze, compare, create, and compose shapes.

**Standard 5:** Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.

### MASTERY Patterns of Reasoning:

**Conceptual:**
- Students will understand how to build shapes found in the world from materials (e.g., sticks, clay).
- Students will understand how to draw shapes found in their world.

**Procedural:**
- Students can build shapes found in their world.
- Students can draw shapes found in their world.

**Representational:**
- Students can model building shapes from their environment.
- Students can model drawing shapes found in their environment.

### Supports for Teachers

**Critical Background Knowledge**

**Conceptual:**
- Students will understand how to identify a shape by its attributes.
- Students will understand how to distinguish between two-dimensional and three-dimensional shapes.
- Students will understand how to compare shapes and find their similarities and differences.

**Procedural:**
- Students can identify models of shapes in the world.

**Representational:**
- Students can model verbal or pictorial identification of given shapes.
### Academic Vocabulary and Notation
square, circle, triangle, rectangle, hexagon, cube, cone, cylinder, sphere, two-dimensional, three-dimensional, flat, solid sides, same, alike, different

### Instructional Strategies Used
- Students find objects in their classroom and name the objects’ shapes (e.g., the globe is in the shape of a sphere, the tissue box is in the shape of a cube).
- Students match a given shape to an object in their environment.
- When given a shape, students use that shape as the basis to draw an object found in their environment.
- Using linking cubes, students create a variety of shapes.

### Resources Used

### Assessment Tasks Used

#### Skill-Based Task:
Teacher dictates a specific shape, and students draw the shape and its attributes correctly (students only need to draw two-dimensional shapes).

#### Problem Task:
Students choose a shape to model and use play dough to create it.

Extend: Students choose a three-dimensional shape to create with play dough.