

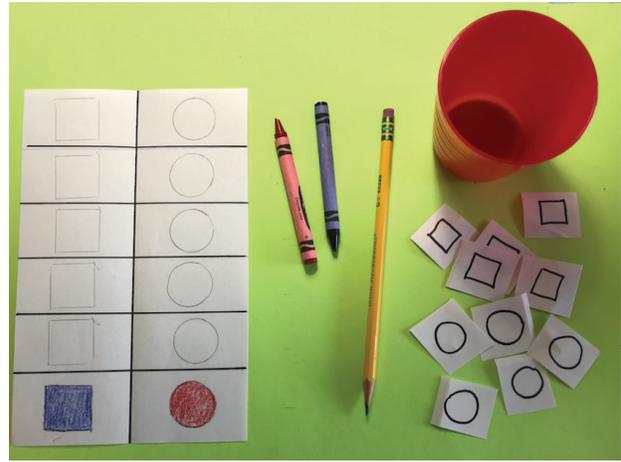
# Which Shape Will Win?

## Object of the Game

Spin the shape spinner and color in the shapes on your record sheet. The winner is the shape that fills its column to the top first.

## Materials

- 1 Which Shape Will Win? Record Sheet  
*Print the record sheet or make your own.*
- 1 Circle and Square Spinner  
*Print the spinner or make your own. You could instead cut 10 small pieces of paper. Draw circles on 5 pieces and squares on the other 5 pieces. Place all 10 pieces in a cup. Players draw a shape randomly from the cup instead of using the spinner.*
- Pencil and paper clip or safety pin, if using the spinner
- Crayons, markers, or colored pencils



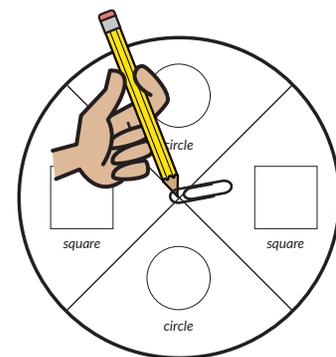
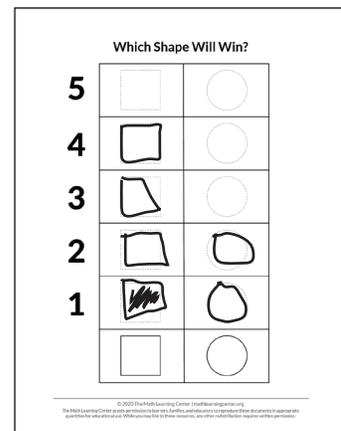
## Skills

This game helps us practice:

- Identifying shapes
- Counting from 1 to 5
- Comparing quantities (Which is more?)

## How to Play

1. Spin the spinner or pull a shape from the cup.
2. Trace the shape you get in the correct column on the Which Shape Will Win? Record Sheet.
3. Working from the bottom to the top of the graph, continue to spin and trace until one column is filled.



## Tips for Families

Before the game:

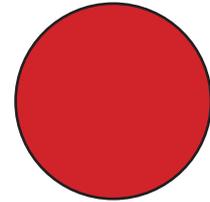
- Talk about the shape names. Not sure? Say the names together.

During the game:

- Ask questions:
  - » *How many squares do you have? How many circles do you have?*
  - » *Which shape is ahead? How do you know?*
  - » *How many more (name shape) are needed to catch up?*
  - » *Do you have more circles or more squares?*
  - » *What shape do you hope you get next? Why?*



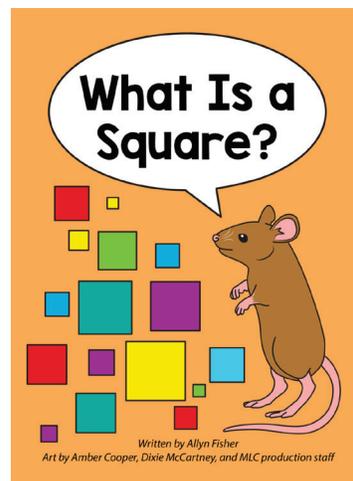
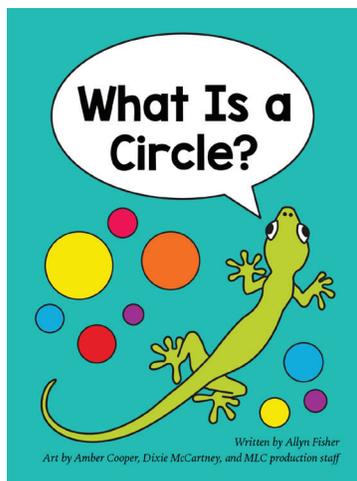
square



circle

After the game:

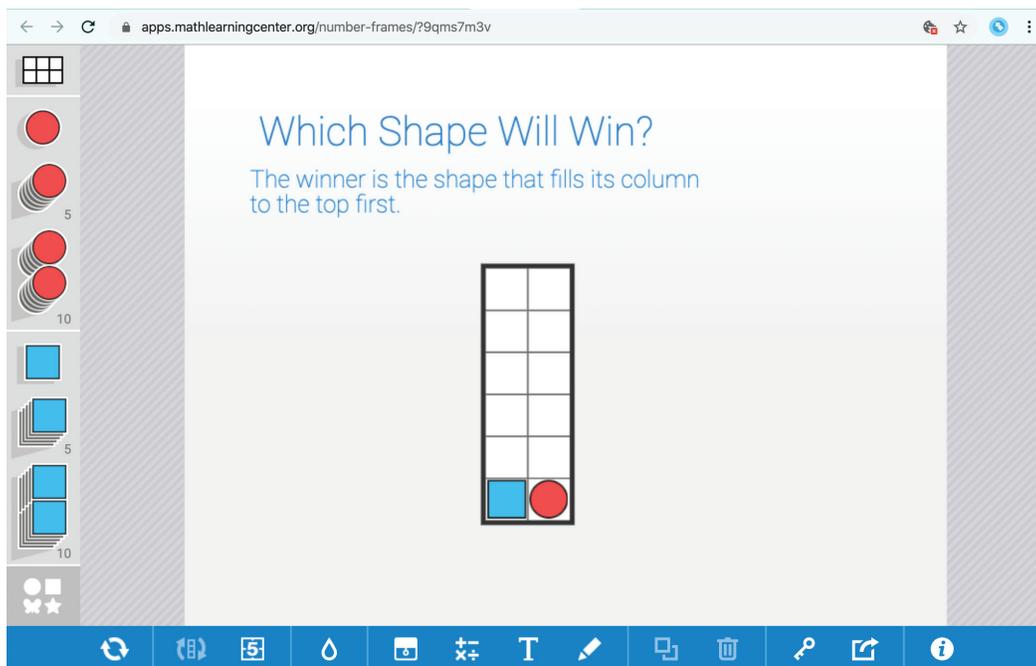
- Ask questions:
  - » *Which shape came in first? Which shape came in second?*
  - » *Do you think the same shape will always win? Why or why not?*
- Some children like to play until both shapes get to 5. Encourage your child to find a solution when one column has been filled but that shape is chosen again. Some might choose to add more than 5 shapes to the record sheet. Others will simply keep going until they get the shape they need.
- Read the stories: *What Is a Square?* and *What Is a Circle?* You'll find these free digital storybooks and others in the Math Learning Center Pre-K Story Collections at [www.mathlearningcenter.org/resources/lessons/pre-k-story-collections](http://www.mathlearningcenter.org/resources/lessons/pre-k-story-collections).



## Change It Up

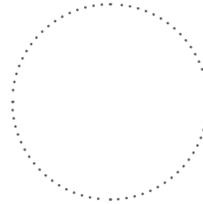
Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

- Play another round using the same record sheet. This time color in the shapes until 1 shape is filled to the top or both columns have filled to the top again.
- Play with a partner. In this version, each player needs a record sheet. Players take turns spinning or drawing paper pieces and tracing the shape on their record sheet. The first player to fill one shape to the top wins.
- Play with a partner and use one record sheet. In this version, players take turns spinning or drawing paper pieces and tracing the shape on the same game board. They work cooperatively to fill one or both columns.
- Instead of using a spinner, use a cup with 5 circles and 5 squares on pieces of paper, as described in the Materials section. The game could be played in two different ways: by leaving a piece of paper out of the cup after it's selected, or by returning each piece of paper to the cup after it's drawn so it can be selected again. Ask students how the different options might change the game.
- Play the game on the free Number Frames app. You'll still use the spinner or pull shapes from a cup, but you can use the app as a record sheet. You can even make up your own game by changing the counters and the size of the frame. The game is ready to play at [apps.mathlearningcenter.org/number-frames/?9qms7m3v!](https://apps.mathlearningcenter.org/number-frames/?9qms7m3v)

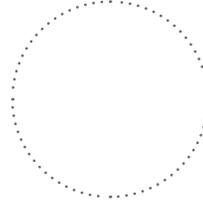


# Which Shape Will Win?

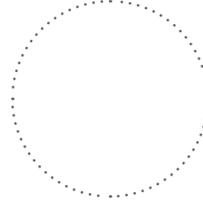
5



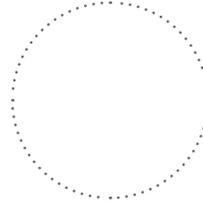
4



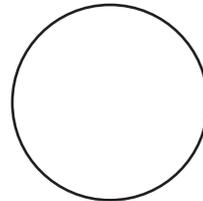
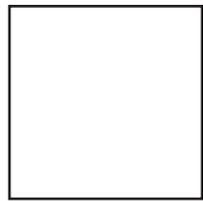
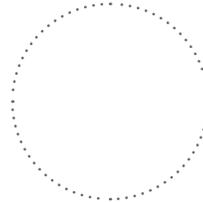
3



2



1



# CIRCLE & SQUARE SPINNER

