Mini-Lesson: Properties of Shapes

1. **Grade:** 5th

2. **Curriculum Topic:** Geometry – Shape Properties: AR.Math.Content.5.G.B.4: Classify two-dimensional figures in a hierarchy based on properties.

3. **Tools:** Osmo-Tangrams & Inspiration

4. **Synopsis:** In this lesson, the students will learn about classifying two-dimensional figures in a hierarchy based on properties. I will incorporate the game Tangrams by Osmo and Inspiration. To begin, as a class, we will play the Osmo Tangrams game. We will project the game onto the SmartBoard through the Apple TV. I will show the class the shapes that we have to work with. The first tangram will appear, and I will ask the students what I should do first. The students will then call out which shapes should be placed where to create the tangram. At this point, the students do not know much about the properties of the shapes, so they will have some difficulty describing where each shape should go in relation to each other, and they might even have trouble describing each shape. After we have played with a few of the tangrams on the app, I will pass out a chart with different shapes and blanks for students to take notes that I have created using Inspiration. We will discuss properties of the individual shapes and list these properties in the blanks next to the appropriate shape. Now that the students have learned more about the properties of the shapes, and have the shapes Inspiration resource in front of them, they should notice that they are more easily able to describe where the shapes should go in the tangram.