Grade 1 Module 5

Tips for Families

Key Concepts Overview

Focus TEKS: **1.6A, 1.6B, 1.6C, 1.6D, 1.6E, 1.6F, 1.6G, 1.6H, 1.7E**

In Module 5, students explore two- and three-dimensional geometric shapes, identifying their attributes as they describe, sort, and classify shapes. They explore how smaller shapes can be combined to create new, larger shapes. Students also discover how shapes can be partitioned, or divided, into equal parts such as halves, fourths, or quarters. Students come to understand that the more equal parts they use to make a whole, the smaller the parts become. They connect their understanding of halves to telling time to the hour and to the half hour. Your student will:

- ☐ Reason about differences between examples and non-examples of various shapes to clarify each shape's defining **attributes**.
- ☐ Find and name **two- and three-dimensional shapes** based on defining attributes.
- ☐ Create **composite shapes** from two- and three-dimensional shapes and name the smaller shapes that form the larger whole.
- ☐ Identify parts of composite shapes as equal or unequal, and name two equal parts of a whole as **halves** and four equal parts of a whole as quarters, or **fourths**.
- ☐ Make a paper clock by partitioning a circle and using their understanding of halves to tell time to the **hour** and to the **half hour**.
- ☐ Tell time on both analog and **digital clocks**.

You can use the checklist above to help monitor your student's progress of the knowledge and skills in this module. Daily sample problems with solutions and thought bubbles are found in the Homework Helper pages in the Succeed Student Edition to help you support your student as they work at home.

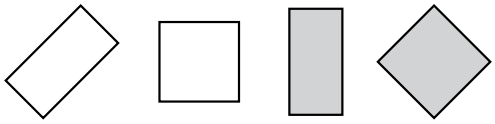
Additional Ways to Help at Home

- Play the game "Spot the Shape" with your student. See who can spot the most two-dimensional and three-dimensional shapes. You can play this game at home or during a trip around town. Challenge your student to describe the attributes that define the shape as she names it. For example, if your student sees a cube, she might say, "I see a cube! It has 6 square faces and 8 vertices!"
- Play the game "Guess My Shape" with your student. Ask him to guess a shape you are imagining by asking yes or no questions. For example, he might ask, "Does it have square corners?" or "Does it have any faces?" or "Does it have four sides?" or "Does it have more than four vertices?"
- Play the game "Draw That Shape" with your student. Name a two-dimensional shape (circle, triangle, square, rectangle, hexagon, rhombus, or trapezoid) for your student to draw. Then ask her to list the attributes of the shape she drew.

- Build shapes, animals, designs, or anything else your student desires with the tangram pieces from the Lesson 8 Homework, allowing him to use his creativity and new knowledge about shapes. As he places a piece, ask him to tell you about it, naming the shape (e.g., triangle) and its attributes (three vertices and three sides).
- Look for shapes or objects made from parts and ask your student to determine whether they are equal parts or unequal parts. For example, when cutting a sandwich, intentionally cut it into two unequal parts to discuss why the two pieces are not called halves. Ask your student how you could have cut the sandwich to make equal parts.
- Set routines such as bedtime, dinner, or homework time to the hour and half hour so your student can notice and practice telling time to the hour and to the half hour. For example, challenge your student to consider what time it will be at the end of her one-hour sports practice or half-hour TV show.

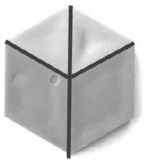
Terms

Attributes (*Atributos*): the things you can see about an object, such as the number of sides and corners, or vertices

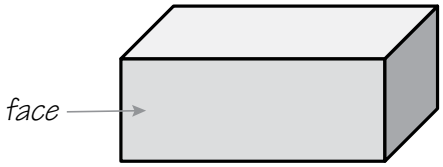


4 straight sides, 4 corners , or vertices

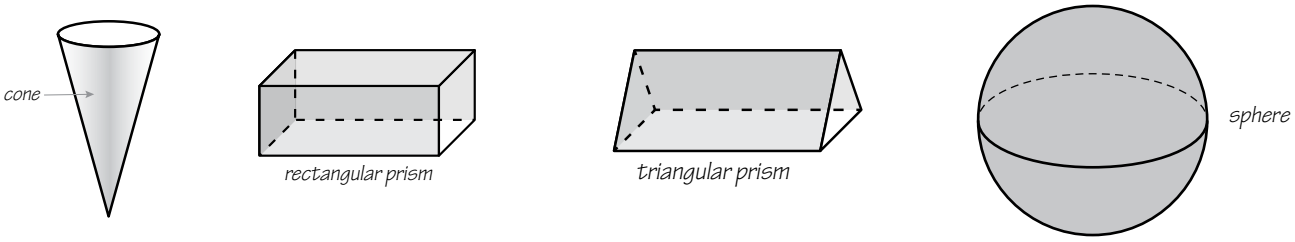
Composite shape: a shape that is made up of other shapes



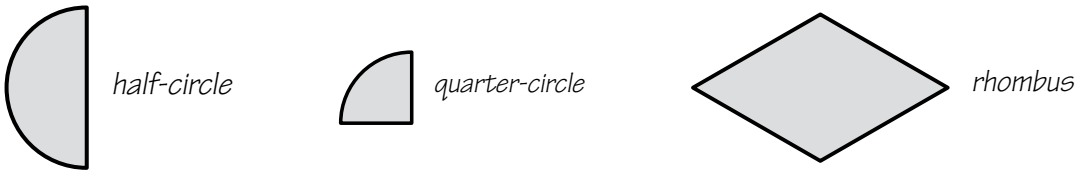
Face: a flat part of a three-dimensional solid



Three-dimensional (*Tres dimensiones*) **shapes**: solid shapes with faces, edges, and corners or vertices such as a cone, rectangular prism, or triangular prism. A sphere is a three-dimensional shape with no flat faces, no edges, and no vertices

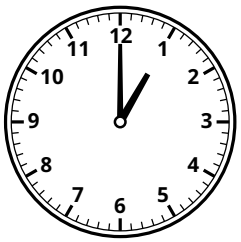


Two-dimensional shapes: flat, closed shapes such as a half-circle, quarter-circle, or rhombus



Models

Analog Clock



Digital Clock



Three-Dimensional Shapes

