Grade K Module 2

Tips for Families

Key Concepts Overview

Focus TEKS: **K.6A, K.6B, K.6C, K.6D, K.6E, K.6F, K.8A**

In Module 2, students explore flat and solid shapes in their world. They learn to recognize and name shapes based on the number of sides and corners, or vertices, instead of naming a shape based only on what it looks like. For example, students may say, "This shape is really skinny and doesn't look like a triangle, but it has 3 sides and 3 vertices so it must be a triangle." Your student will:

- ☐ Find and describe flat **triangles**, **squares**, **rectangles**, and **circles** in the real world.
- ☐ Sort and classify **flat shapes** as triangles, rectangles, or circles by focusing on the number of **sides** and **vertices**.
- ☐ Find and describe **solid shapes**, including **cylinders**, **cones**, **spheres**, and **cubes** in the real world.
- ☐ Sort and classify solid shapes by focusing on the number of **faces**, **edges**, and **vertices**.
- ☐ Create simple **picture graphs** to organize shapes, use the graphs to answer "how many" questions, and make comparisons of more and less.

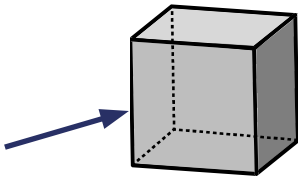
You can use the checklist above to help monitor your student's progress of the knowledge and skills in this module. Daily sample problems with solutions and thought bubbles are found in the Homework Helper pages in the Succeed Student Edition to help you support your student as they work at home.

Additional Ways to Help at Home

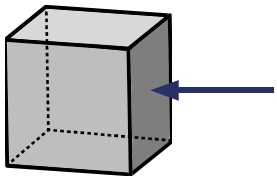
- Ask your student to count the straight sides and corners of a shape first, and then have them name the shape. For example, "How many straight sides does this shape have? How many corners, or vertices, does this shape have? What do we call this shape?"
- Play Beep Number. Say three or four numbers in order but replace one number with the word *beep*. Your student then says what the "beep number" is. For example, if you say 5, 6, 7, beep, your student responds, 8.
- Use uncooked spaghetti, string, pipe cleaners, or sticks to make various shapes. Encourage your student to recreate the shapes. Ask questions such as, "How many corners, or vertices, does this shape have?" Switch roles and invite your student to make the shape and ask the questions.
- Practice subitizing, or just seeing how many there are of an object, with your student. Quickly flash a few fingers (5 or fewer), and then hide them behind your back. Ask your student to tell how many fingers she saw.
- Play I Spy with flat and solid shapes. For example, say, "I spy a red shape in the kitchen." Invite your student to ask questions (e.g., Is it a solid? Is it a sphere? Is it under the table?) until he correctly identifies the item you spied. Take turns spying shapes.
- Show your student 4 fingers or fewer. Ask, "How many more to make 5?"

Terms

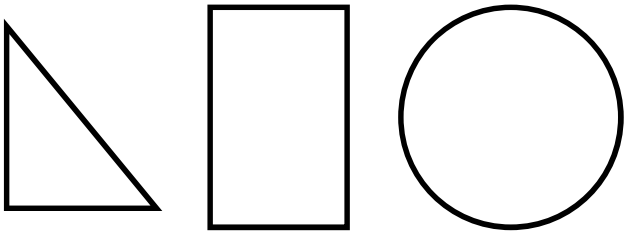
Edge: the place where 2 faces meet



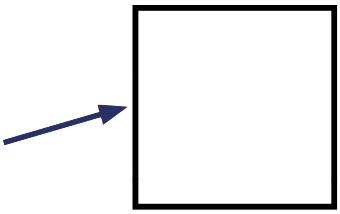
Face: a flat side of a solid shape



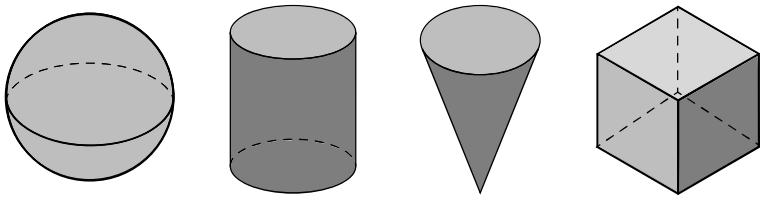
Flat shape: a two-dimensional shape that, when put on a table, lays down and does not rise above the tabletop



Side: the line that connects two vertices of the shape

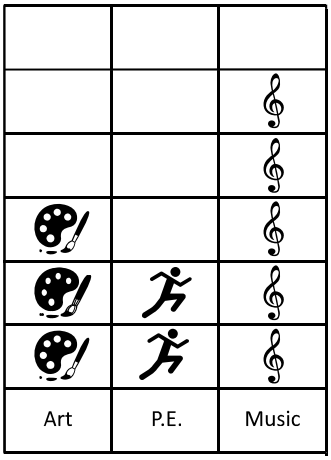


Solid shape (*Sólido*): a three-dimensional shape that, when placed on a table, stands tall and rises above the tabletop

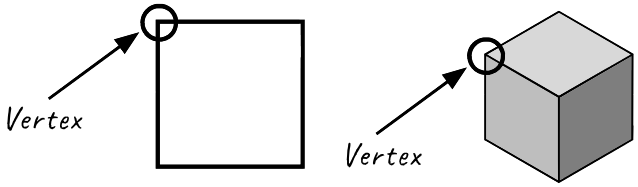


Picture graph: a way to sort and show information by using pictures

Favorite Special

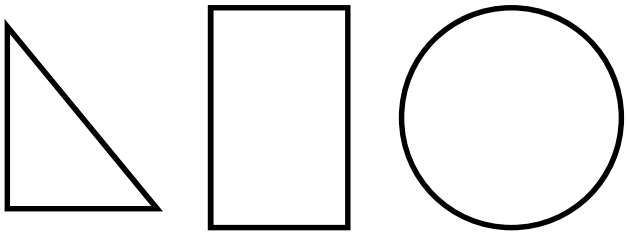
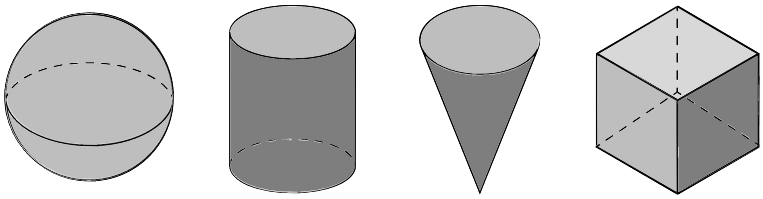


Vertex (*Vértice*): a point where the sides meet in a two-dimensional shape and the point where the edges meet in a three-dimensional shape; *vertices* is the plural form of vertex



Models

Two-dimensional shapes



Three-dimensional shapes