

# 4638-GeoGems Solids

## Description

Mine the nuggets in 3-D shapes! Players develop ease in naming and identifying the properties of eight kinds of polyhedrons (prisms and pyramids) and four kinds of curved-surface solids (cylinders, cones, spheres, and hemispheres). Solids are displayed in different sizes and orientations so players learn to recognize multiple representations. Includes two name card sets and four different property card sets that address vertices, faces, edges, bases, angles, parallel/perpendicular relationships, and rolling patterns. Deals with much of the 3-D geometry curriculum specified in state and national standards. Nets (patterns) for constructing most of the solids are included, providing the added learning benefit of hands-on models. For 2-4 players.

**WCA 4638 Grades 4 and Up \$23.95**

**Intended Use:** Builds expertise in naming 3-D shapes and identifying their properties

## Key Objectives (State, National & Common Core Standards)

- Classify three-dimensional geometric figures including hemispheres, spheres, cones, cylinders, and a variety of prisms and pyramids
- Use appropriate geometric vocabulary to describe the properties of solids
- Compare the number of faces, edges, and vertices of polyhedrons
- Compare solids with curved surfaces
- Identify parallel, perpendicular, and congruent parts
- Identify right, acute, and obtuse angles
- Construct models of three-dimensional figures (preliminary activity)

## Features

- Features eight kinds of prisms and pyramids (polyhedrons), plus spheres, hemispheres, cones, and cylinders.
- Strengthens geometric literacy and sharpens observation of properties as players apply words such as faces, edges, vertices, angles, parallel, perpendicular, and congruent.
- Sets of two kinds of name cards and four different property cards offer several levels of play.
- Nets or patterns for constructing solids, along with lesson suggestions, are included to provide important hands-on learning experiences.
- Covers a significant part of the geometry curriculum addressed in both state and national standards.

## Game Structure

Players travel in any direction around the board, claiming the name or a property of the shape on which they land. The winner is the first to fill all of the spaces on his or her card.

## Contents

Game Board      Answer Keys and Glossary  
 Spinner 60 Chips  
 Instructions      4 Pawns  
 4 Sets of 6 Name Nets (patterns to construct solids)  
 and Property Cards

**Dimensions:** 16.5" x 8" x 1.25"

**Weight:** 19oz

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Supports  
 STATE, NATIONAL  
 & COMMON CORE  
**Mathematics**  
 STANDARDS