### **6A: Tangram Polygons**

Names:		

Use pattern blocks or the app to make each shape below. If you use the app, take a screenshot of your shapes and add them here. If you are using a physical record sheet from your teacher, you can just draw it/trace it. Pick a number 3, 4, 5, or 7 to make each shape and write that number on the record sheet. You will use this number of blocks to make each shape (one shape cannot be made with 5 blocks and one shape cannot be made with 7 blocks).

# 6A Tangram Polygons Record Sheet

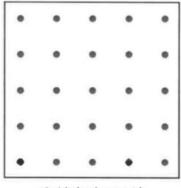
we used exactly pieces to build eac	in snape. (Choose from 3, 4, 5, or 7.)	
square	rectangle	triangle
square	rectaligle	tiange
trapezoid	trapezoid	parallelogram

### **6B: Geoboard Polygons**

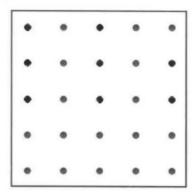
#### Names:

Get a geoboard and rubber bands or use the app. Build a polygon that matches each description on your record sheet. Then draw them on the record sheet if you have one from your teacher. If you are using the app. Take a screenshot and add your pictures onto the record sheet here.

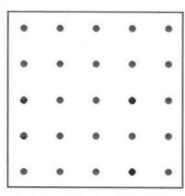
# 6B Geoboard Polygons Record Sheet page 1 of 3



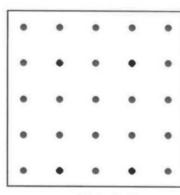
a 3-sided polygon with at least 1 acute angle



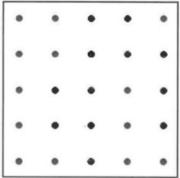
a quadrilateral with no parallel sides



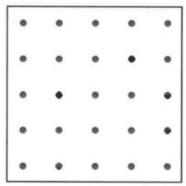
a rhombus that is not a square



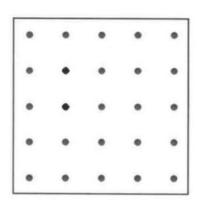
a quadrilateral with exactly 1 pair of parallel sides



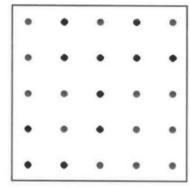
a pentagon with 1 right angle



a pentagon with no right angles



a hexagon with 3 pairs of parallel sides



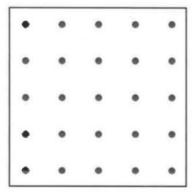
a hexagon with only 2 pairs of parallel sides

### **6B: Geoboard Polygons**

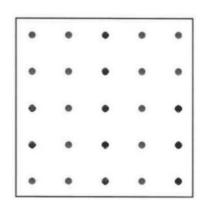
Names:

Get a geoboard and rubber bands or use the app. Build a polygon that matches each description on your record sheet. Then draw them on the record sheet if you have one from your teacher. If you are using the app. Take a screenshot and add your pictures onto the record sheet here.

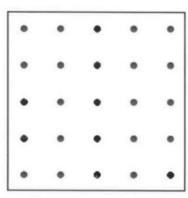
#### 6B Geoboard Polygons Record Sheet page 2 of 3



a quadrilateral with at least 1 right angle and all sides congruent



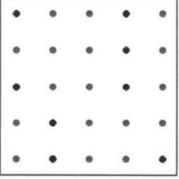
a quadrilateral with 2 pairs of parallel sides and no right angles



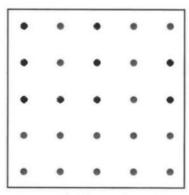
a pentagon with 2 parallel sides



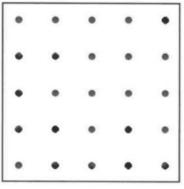
a pentagon with no parallel sides



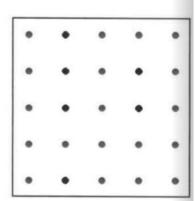
a trapezoid with 2 right angles



a trapezoid with no right angles



a 3-sided figure with 1 obtuse angle



a 7-sided polygon with 2 pairs of parallel sides

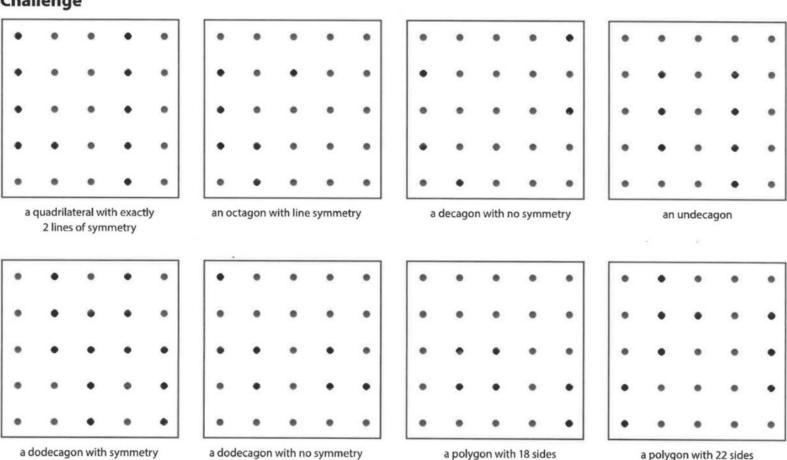
### **6B: Geoboard Polygons**

Names:

Get a geoboard and rubber bands or use the app. Build a polygon that matches each description on your record sheet. Then draw them on the record sheet if you have one from your teacher. If you are using the app. Take a screenshot and add your pictures onto the record sheet here.

#### 6B Geoboard Polygons Record Sheet page 3 of 3

#### Challenge



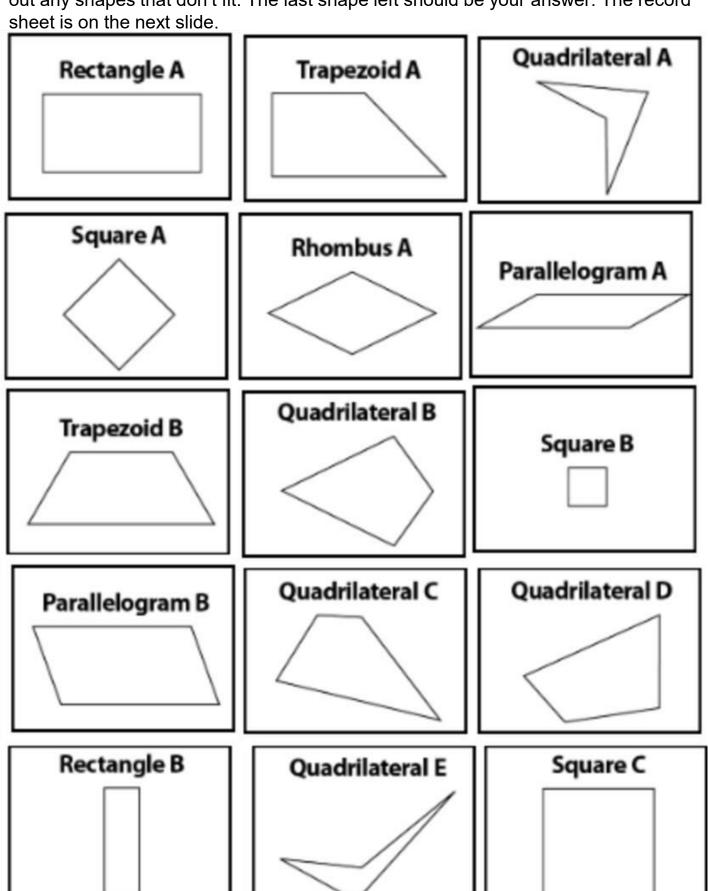
a polygon with 18 sides

a polygon with 22 sides

### 6C: Guess My Quadrilateral

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Choose a riddle book written by a classmate. Go one page/rule at a time and cross out any shapes that don't fit. The last shape left should be your answer. The record sheet is on the next slide.



## 6C: Guess My Quadrilateral Record Sheet

Names:			

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## **6C Guess My Quadrilateral Record Sheet**

Fill in the information for each riddle that you solve. There are extra rows in case you want to solve more than 5 riddles.

Riddle Author	<b>Riddle Answer</b>	Did you solve the riddle correctly?
1.		
2.		
3.		
4.		
5.		

1 Of these riddles, whose riddle was the hardest to solve? Why?

2 Whose riddle was the easiest? What made it so easy?

**3** What advice do you have to improve any of the riddles?

#### **6D: Area or Perimeter**

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Choose Area or Perimeter with your partner and underline it. You each get your own record sheet. Click on this spinner and spin twice. If you do area multiply the 2 numbers. If you do perimeter, add the numbers twice (example: I spun  $6 \& 4 \rightarrow 6 + 6 + 4 + 4$ ). Record the numbers you rolled and write them as the dimensions as well. Then record the area or perimeter. You can use tiles to or the app show your rectangle. Then try to rearrange the tiles to form another rectangle with the same area or perimeter (whichever you are working on). Build as many rectangles as you can with the same value and then roll new numbers. You are working with your partner. There is no winner for this game.

Numbers Rolled	Product	Dimensions	Area	Perimeter
Kolled				