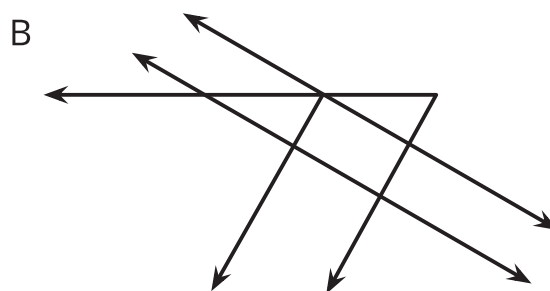
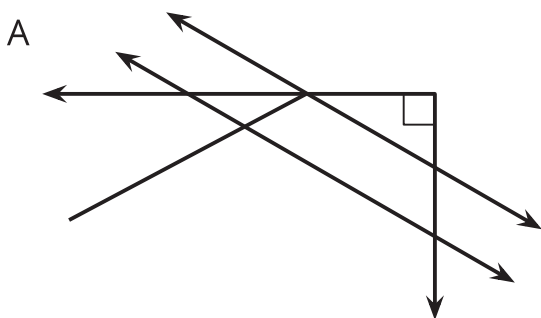


Lesson 16: Guess the Figure

- Let's draw and identify all kinds of two-dimensional figures.

Warm-up: Notice and Wonder: Two Figures

What do you notice? What do you wonder?



16.1: Make a Change

Your teacher will give you a set of cards. Each partner picks one of the cards.

1. Draw the figure you selected, but make at least one change.

2. Look at your partner's card and drawing. What change did your partner make?

If you have time, repeat with another card.

16.2: Guess My Figure

1. Create a two-dimensional shape that has at least 3 of the following:
 - a. ray
 - b. line segment
 - c. right angle
 - d. acute angle
 - e. obtuse angle
 - f. perpendicular lines
 - g. parallel lines

2. Without showing your partner, describe the figure so that your partner is able to draw it as best as possible.

3. Switch roles, and draw your partner's shape based on their description.