

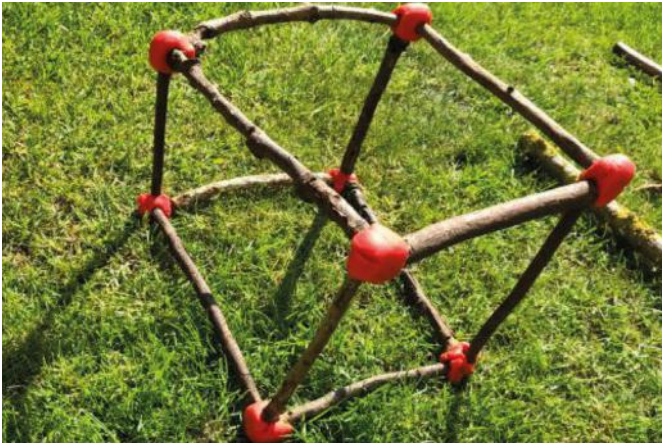
Week 6, Activity 1 - 3D shapes

Key skills

- To draw and make 3D shapes using modelling materials.

Have ready

- Sticks.
- Plasticine/playdough/tape.

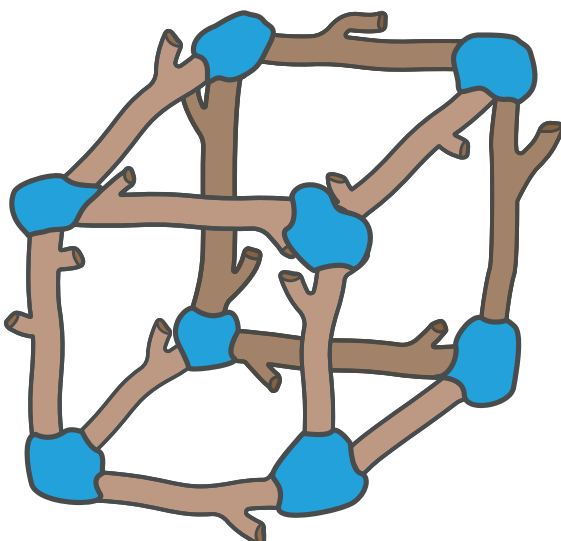


Activity

- Look around - what 3D shapes do you see?
- Make a 3D cube using sticks. Join the corners together using plasticine or tape. How many sticks did you use to make it?
- For example, this shape is made with 12 sticks.
- "I am made with 9 sticks. What 3D shape could I be?"



You could even leave the 3D shape outdoors as a mini-beast home!



Key skills

- To calculate the volume of cubes and cuboids.

Have ready

- Sticks or alternatives.

Activity

- If the volume of a cuboid is 144cm^3 , what could the length, width and height be? Is there more than one possibility?
- Create a cube with a volume of 144cm^3

Week 6, Activity 2 - Achi

Key skills

- To problem solve.

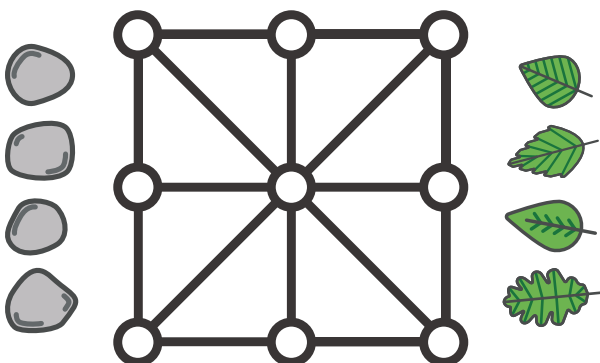
Have ready

- Two players.
- 4 counters each (you could use stones or alternatives).
- Achi game board (see resources).

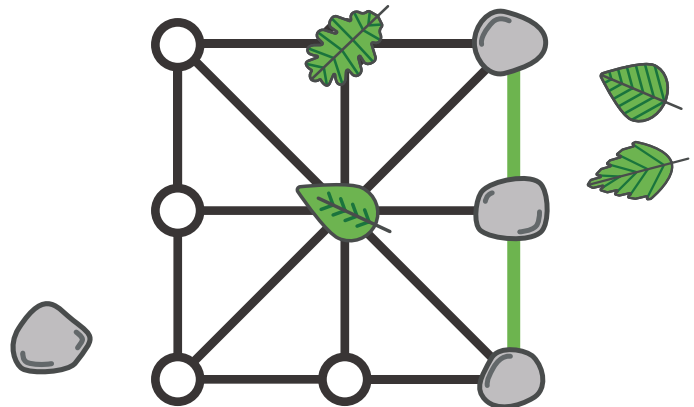


Activity

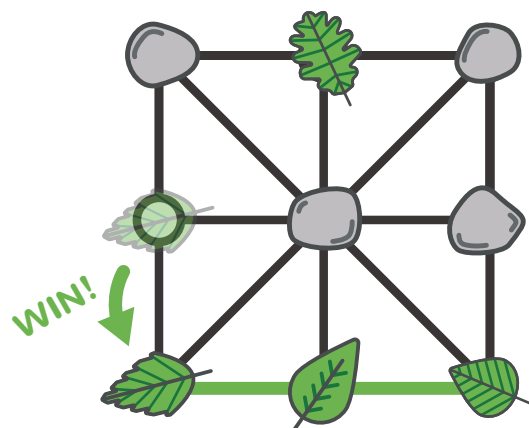
- Be the first to connect 3 of your counters in a row, vertically, horizontally, or diagonally.
- Players take turns placing one counter at a time on the empty spaces of the board.



- If a player connects 3 counters in a row during this phase, he/she wins the game. Connections can be vertical, horizontal, or diagonal.



- Once all 8 counters have been placed on the board, one space will be left empty. Players take turns moving one of their counters to an empty space next to it.



- Move when possible. If a player can move, he/she must move. If a player cannot move, his/her turn is skipped.

Achi game board

