Literacy Link

Welcome to

Geo Jammin'

A second grade integrated unit on Geometry and Spatial Sense

Sunshine State Standards Taught and Assessed

MA.C.1.1.1.2.1 describes attributes of two-dimensional shapes using mathematical language
MA.C.1.1.1.2.2 describes attributes of three-dimensional shapes using mathematical language
MA.C.1.1.1.2.3 sorts two- and three-dimensional shapes according to their attributes
MA.C.1.1.1.2.4 know names of 2-D & 3-D shapes in the environment
LA.B.2.1.2.2.3 writes for familiar occasions, audiences, and purposes
LA.B.2.1.3 uses basic computer skills (copying, pasting)
LA.C.3.1.1.2.1 uses volume, phrasing, and intonation appropriately
LA.C.3.1.1.2.2 speaks for different purposes

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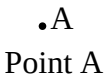
Geometry Glossary

Dear Parents: Below are mathematical terms I will learn in order to meet the targeted Geometry and Spatial Sense standards. I will learn new ones each day. This is a glossary for you so that you will know the terms and can help me practice by talking about them at home. The words are arranged in the order in which I will learn them and/or according to two- and three-dimensional attributes. Please ask me about the ones I learned today. Keep this page so we can talk about them together throughout the geometry unit. (Harcourt Math Glossary provided some of the definitions and examples.)

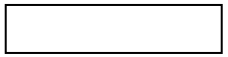
Point - a location on an object or in space



Line segment - Part of a line, with two end**POINTS**

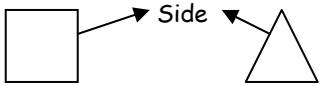
Square - A **TWO-DIMENSIONAL** closed figure with 4 equal **LINE SEGMENTS** and 4 right **ANGLES**

Rectangle - A **TWO-DIMENSIONAL** closed figure with 4 **LINE SEGMENTS** and 4 right **ANGLES**



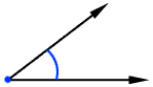
Triangle - A **TWO-DIMENSIONAL** closed figure with 3 **LINE SEGMENTS** and 3 **ANGLES**

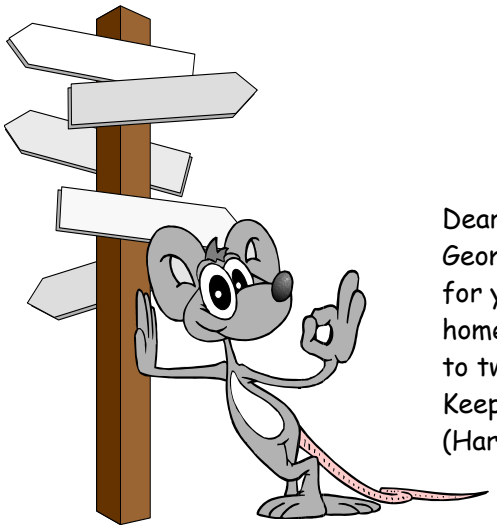
Side - **LINE SEGMENTS** of a **TWO-DIMENSIONAL** shape



Surface – The flat area of a **TWO-DIMENSIONAL** object

Angle - A figure formed where two **LINE SEGMENTS** meet





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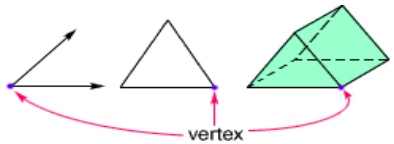
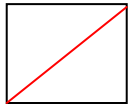
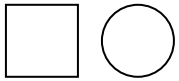
Vertex - The **POINT** at which **LINE SEGMENTS** meet in an **ANGLE**, **TWO-DIMENSIONAL** figure, or where three or more **EDGES** meet in a **THREE-DIMENSIONAL** figure (plural: **VERTICES**)



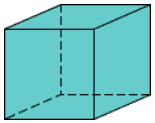
Diagonal - A **LINE SEGMENT** that goes from opposite corner **VERTICES** of a **TWO-DIMENSIONAL** shape



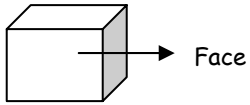
Two-dimensional - A measure in two directions, such as length and height
Two-dimensional shapes have **SIDES** and a **SURFACE**.

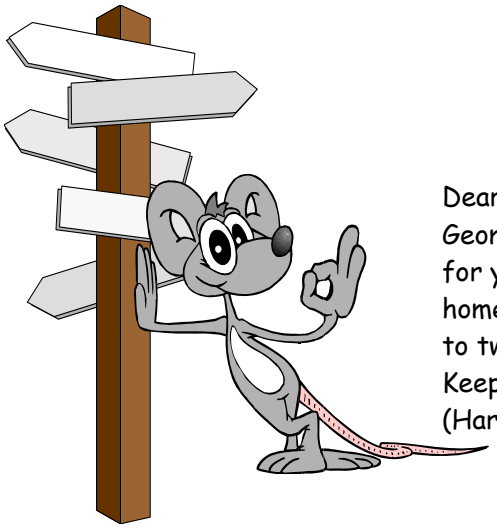


Three-dimensional - A measure in three directions, such as length, height, and depth
Three-dimensional shapes have **FACES** and **EDGES**.



Faces – The flat **SURFACE** of a **THREE-DIMENSIONAL** solid figure





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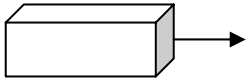
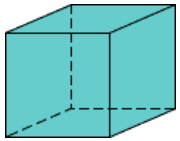
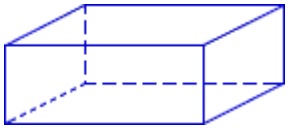
Edge - The **LINE SEGMENT** where two **FACES** of a **THREE-DIMENSIONAL** solid figure meet



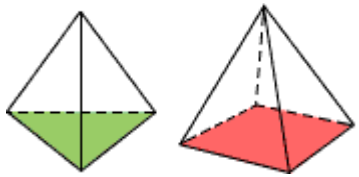
Cube - A **THREE-DIMENSIONAL** solid figure in which all six **FACES** are **SQUARES**



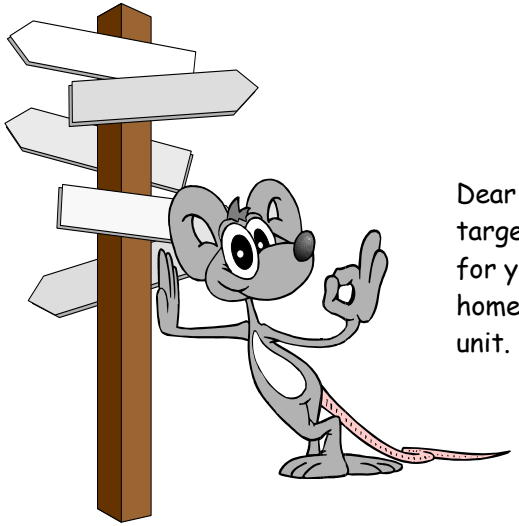
Rectangular solid - A **THREE-DIMENSIONAL** solid figure in which all six **FACES** are **RECTANGLES**



Pyramid – A **THREE-DIMENSIONAL** solid figure with a base that is a polygon and whose other **FACES** are **TRIANGLES** with a common **VERTEX**



triangular pyramid square pyramid



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Geometry Glossary

Dear Parents: Below are terms for quality speaking that I will learn in order to meet the targeted Language Arts Listening, Viewing, and Speaking standards. This is a glossary for you so that you will know the terms and can help me practice by talking about them at home. Keep this page so we can talk about them together throughout the Geo Jammin' unit.

Clearly – To make intelligible

Audible – Capable of being heard

Volume – How loud or soft one speaks

Phrasing – How one expresses ideas through the use of language or word choice; to express in appropriate or telling terms; style of expression

Intonation – The rise and fall in the pitch of the voice in speech; NOT speaking monotone, or flat with little or no expression

Purpose – Expressing ideas in an entertaining or informative manner

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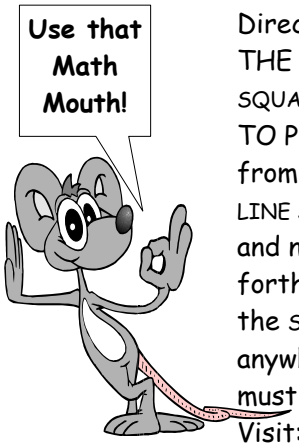
POINTS



Directions

THE OBJECT: To connect POINTS by making LINE SEGMENTS to make TWO-DIMENSIONAL SQUARES. The student who has the most SQUARES at the end of the game is the winner.

TO PLAY: Decide which player will go first. When it is your turn you draw one LINE SEGMENT from one POINT to another POINT. It can be anywhere on the play area. It can join another LINE SEGMENT to form the VERTEX of an ANGLE, or it can be made anywhere on the play area and not touch any other LINE SEGMENTS. All LINE SEGMENTS must be up and down or back and forth. None may be DIAGONAL or CURVED. When you have made a SQUARE, place your initial in the SQUARE. You may start anywhere on the play area and may place a LINE SEGMENT anywhere when it is your turn. You may not erase a LINE SEGMENT. Once you have drawn it, it must stay there.

Visit: Student Web lesson, The Facts Please, Mr. Mumble at http://www.beaconlc.org/thompjl/Mr.Mumble/Pages/mm001.htm for an interactive lesson