

Sandbox Slides, Flips, and Turns

This Really Good Stuff® product includes:

- 2 *Sandbox Slides, Flips, and Turns* Work Mats
- 2 *Game Pieces*
- 24 *Game Cards*
- *Task Card*
- This Really Good Stuff® Instructional Guide

Congratulations on your purchase of this Really Good Stuff® **Sandbox Slides, Flips, and Turns**—a fun way to practice slides (translations), flips (reflections), and turns (rotations).

Before introducing the **Sandbox Slides, Flips, and Turns**, make copies of this Really Good Stuff® Instructional Guide and file the pages for future use. Or, download another copy of it from our website at reallygoodstuff.com.

Sandbox Slides, Flips, and Turns

Number of Players: 2

Object: To practice identifying and performing slides, flips, and turns

How to Play:

1. Each player places his or her *Game Piece* at the *Start* of his or her *Work Mat*.
2. Place *Game Cards* facedown in a pile.
3. Decide who will go first.
4. Player 1 takes a *Game Card* and slides, flips, or turns the *Game Piece* following the direction stated on the *Game Card*. Then Player 1 places the *Game Card* in a discard pile to be shuffled and reused when necessary.
5. Player 2 takes a turn, picking up a *Game Card* and following the direction on it. (**Note:** If a player is unable to make a slide, flip, or turn, he or she picks new *Game Cards* until he or she is able to follow the direction on one.)
6. Play continues until one player lands on, or closest to, *Finish* and wins.

Introducing the **Sandbox Slides, Flips, and Turns**

Gather two students to play *Sandbox Slides, Flips, and Turns* for the class. Explain the object of the game and how to play to the volunteers. With the rest of the class gathered around, encourage the volunteers to play the game. Show students the *Task Card* and explain that it will be in the center with this game if students need to be reminded of how to play.

Task Card

Post the *Task Card* at the numeracy center where students will be able to see it easily. Remind students to refer to the shaded section at the top of the *Card* to be sure that they have all the needed materials.

Sandbox Exploration

Gather a small group of students around a sand table, plastic bin with sand, or an actual sandbox for this activity. Give every student an object or sand toy that they can use to make imprints in the sand. Show students how to use the objects to practice slides (translations), flips (reflections), and turns (rotations). Ask each student to slide, flip, or turn his or her object for practice. Instruct all students to watch one student, the leader, as that student moves his or her object in whichever way he or she wants. Have the rest of the students state how the object was moved. Continue until all students have had a chance to be the leader.

Geometry Dance

Gather your class together in an area where students will have room to move. Post signs for North, South, East, and West in the area. Explain that you are going to teach them the *Geometry Dance*. Review slides, flips, and turns. Then show them how you can use your body to represent each:

Slide—Slide one foot North, South, East, or West, then move the other foot to join it.

Flip—Do a 180-degree jump to face the opposite way.

Turn—One foot stays in place while rotating the body 90 degrees as if pivoting in basketball. Practice each several times. Then play a game of *Teacher Says Slides, Flips, and Turns* (similar to *Simon Says*): Call out a direction beginning with the statement *teacher says* followed by a direction to slide (N, S, E, W), flip, or turn. Students must listen carefully and move their bodies according to each direction. When they move incorrectly, they have to sit out. If you begin a statement without saying *teacher says* and a student moves, that student is out. The last student standing is the winner.

Assessment

Copy the *Geometric Slides, Flips, and Turns Reproducible*. Ask students to write a definition for each term and an illustration.

