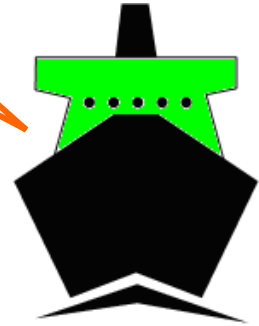


# Ship Shape

All  
Aboard!



**Skill:** Identify circles, squares, rectangles, and triangles

**Number of players:** 2

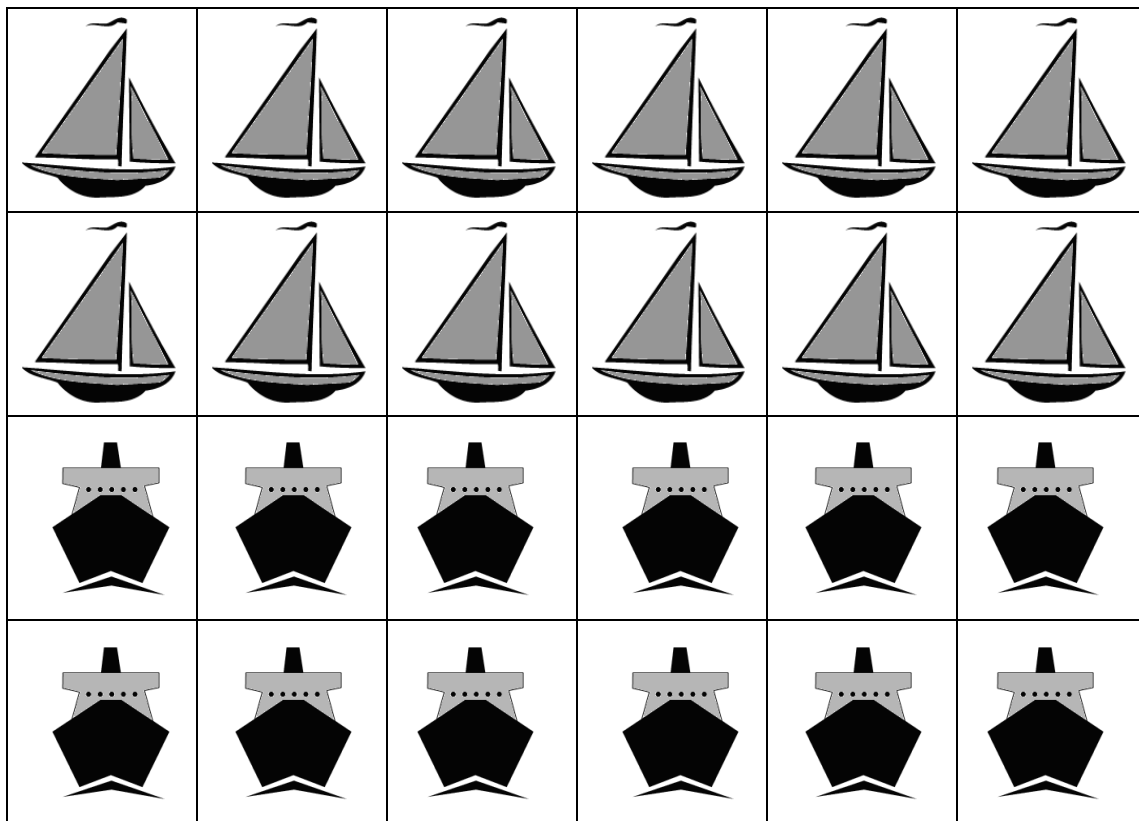
**Object of the game:** Get 4 markers in a row

**Supplies:** Boat markers from this page, game board from the next page, spinner.

**Preparation:** Print and laminate the game board; print and laminate the spinner; cut apart ships on this page. Players choose their ships. One player has sailboats, the other has barges





































## To Play:

1. The first player spins the spinner. He covers any shape on the board that matches his spin with one of his ships.
2. The second player does the same.
3. The first player to cover 4 shapes in a row – across, up/down or diagonally – is the winner of the round.

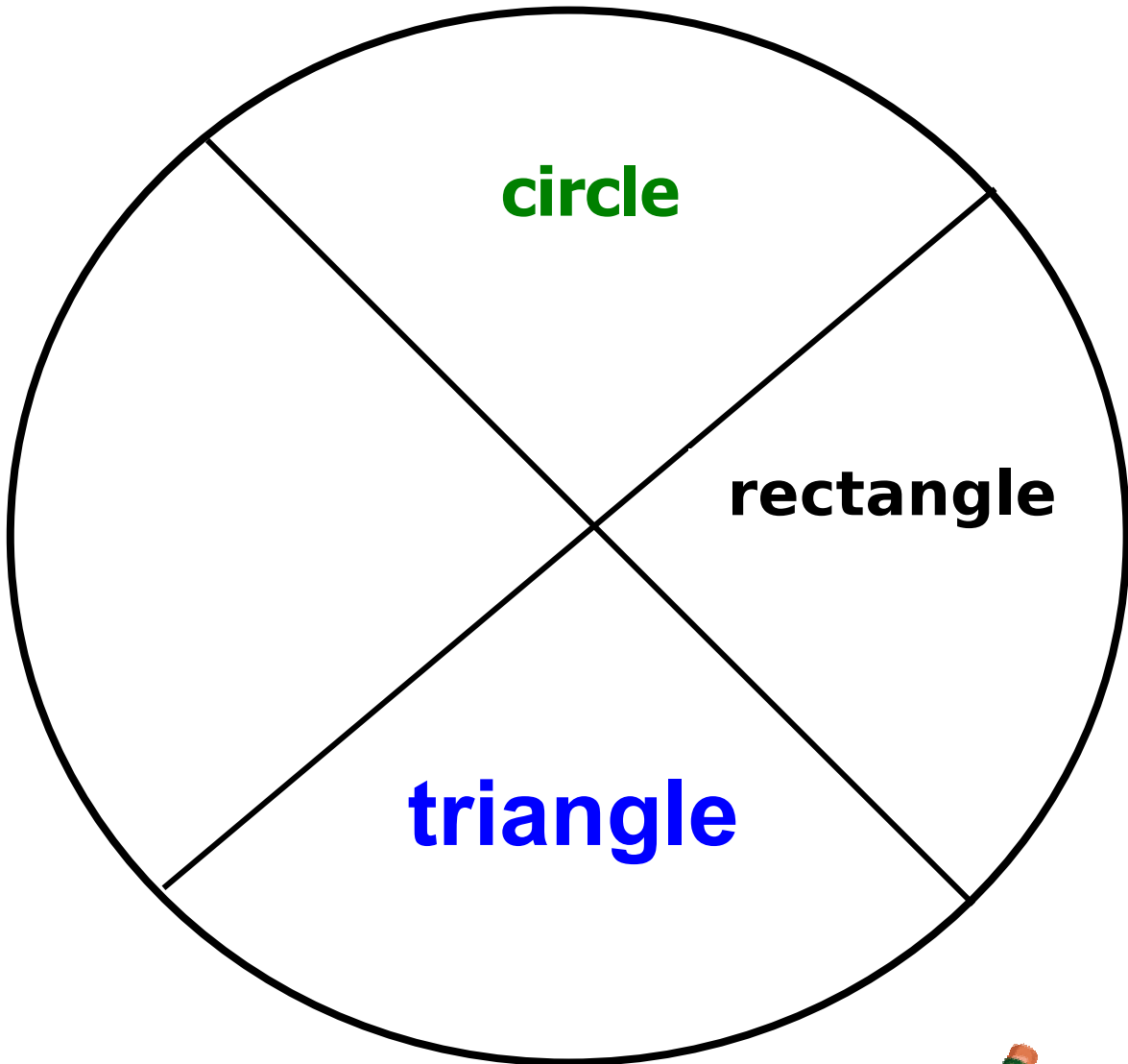


# Ship Shape

Game board

## Shape and Spin Spinner



Show students how to construct the spinner. The student can hold the pencil in the center with one hand, and spin the paper clip with his other hand. The outer part of the paper clip can also be bent so that it has a long straight pointer.

