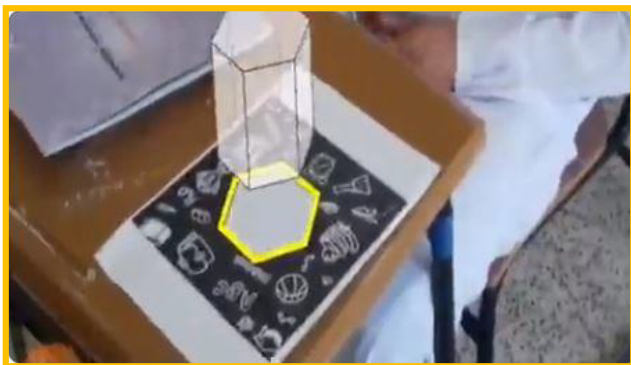


Explore Geometry

Created by: Samir Ezzaghdani



Timeframe of activity: 30-40_ min

Tags: CleverBooks cards for geometry shapes

Grade Level: k-6

App/Tech Tools: CleverBooks Geometry apps/phone

Additional material:

Learning Objectives:

Students use augmented reality (CleverBooks Geometry) to:

1. Learn different shapes
2. Distinguishes between different geometric shapes (square, hexagon, rectangle, etc.)
3. Can compare geometric shapes in 3D and 2D
4. Describe shapes and define their properties

Lesson Activity:

- Download the clever books geometry app on school smart device and some students 'devices
- Download books cards, print them thermally then distribute them to students
- Apply this to clever books geometry and apply lesson objectives
- Use peer learning to apply lesson objectives
- Each group displays its products in front of its counterparts by connecting its own device Portable interactive whiteboard.

Questions outline:

- Open CleverBooks Geometry application on your devices and choose the icon shapes
- Place the camera on the interactive cards
- Use the items on the side to change geometric shapes
- Write your notes and discuss with your colleagues
- Write the summary of the lesson