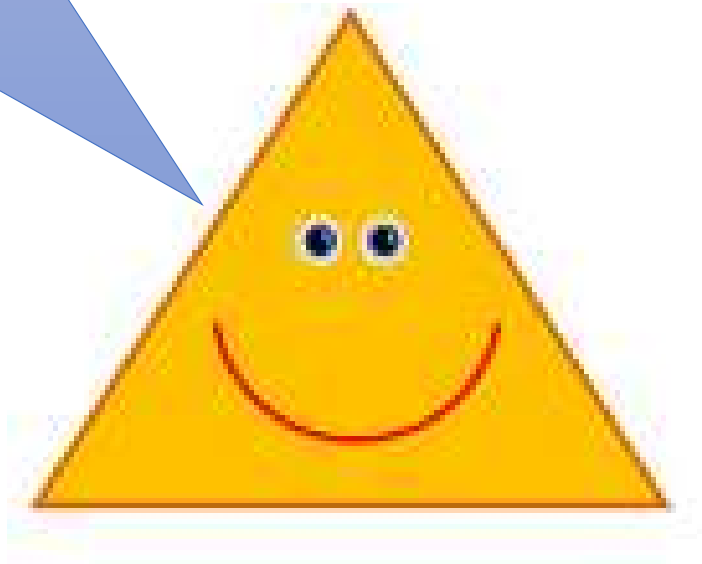


Stereometry using Bloom's Taxonomy



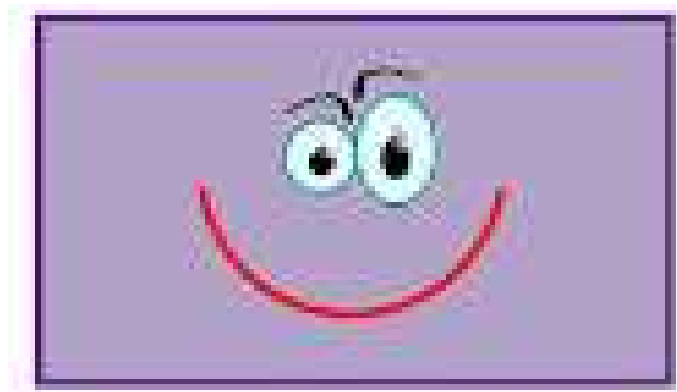
Εγώ είμαι το τρίγωνο
και όρα τα παιδιά μπορούν
να κάνουν τσουγήθρα
πάνω στις πλευρές μου!



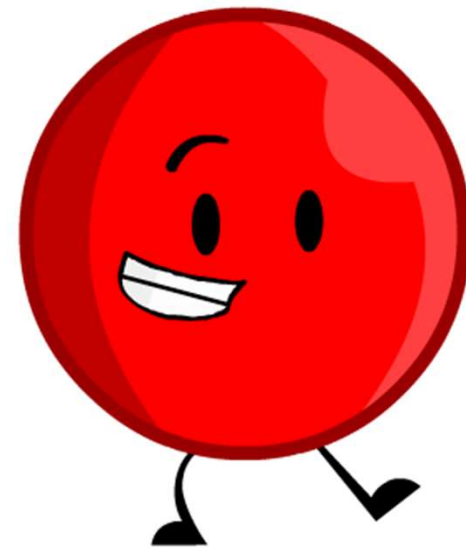
Εγώ είμαι ο κύβος και
μπορώ να γίνω ένα μαγικό
παράθυρο που θα στέκομαι
στην είσοδο του σχολείου
και να μοιράζω όνειρα!



Εγώ είμαι το ορθογώνιο
και ανοίγω πόρτες μαγικές
στη Σχηματοχώρα για να
μπείτε σε κόσμο φανταστικό.



Εγώ είμαι η σφαίρα και
τρέχω σαν βολίδα. Τσουγάω
συνεχώς και μπορώ να
μεταφέρω μηνύματα σ' όλη
τη Σχηματοχώρα!



Activity 1 – Who is the king

Each group of students takes a small bag with 5 shapes. One of them is a 3D shape. They are asked to find the king, the one that is different from the other shapes. Each bag contains a different king. Therefore there are 5 kings : cube, sphere, cone, cylinder and rectangular.

Stage 1 – REMEMBERING

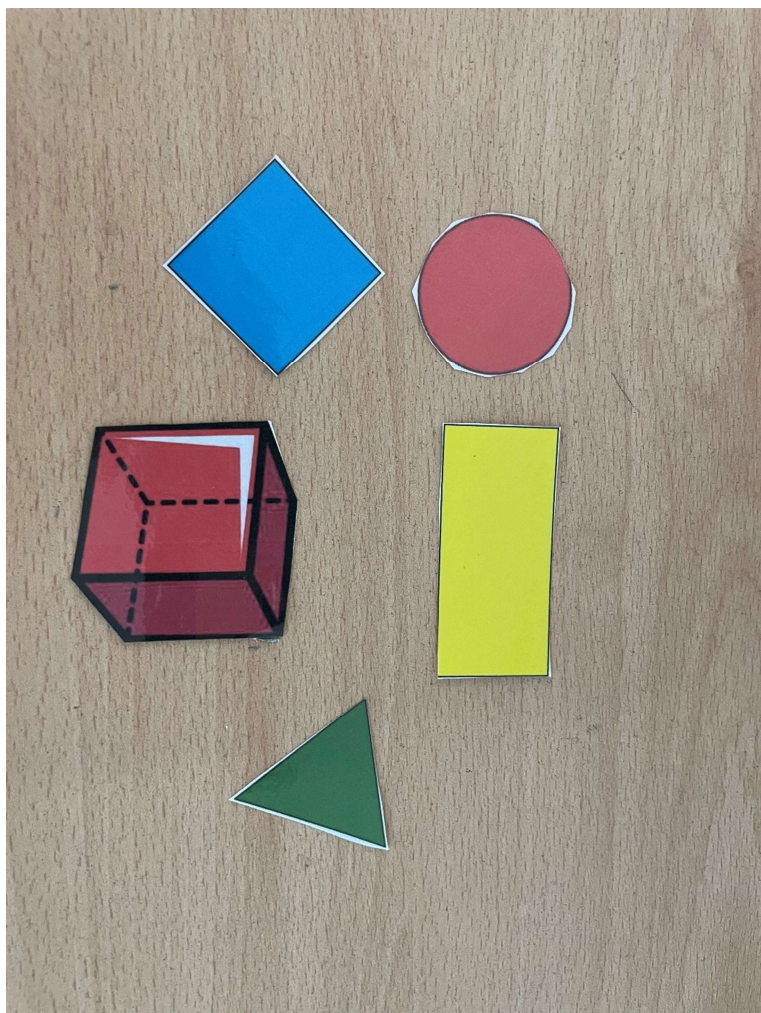
- Identify, recognize and select 3D shapes
- Recall and name each shape

Stage 2 – UNDERSTANDING

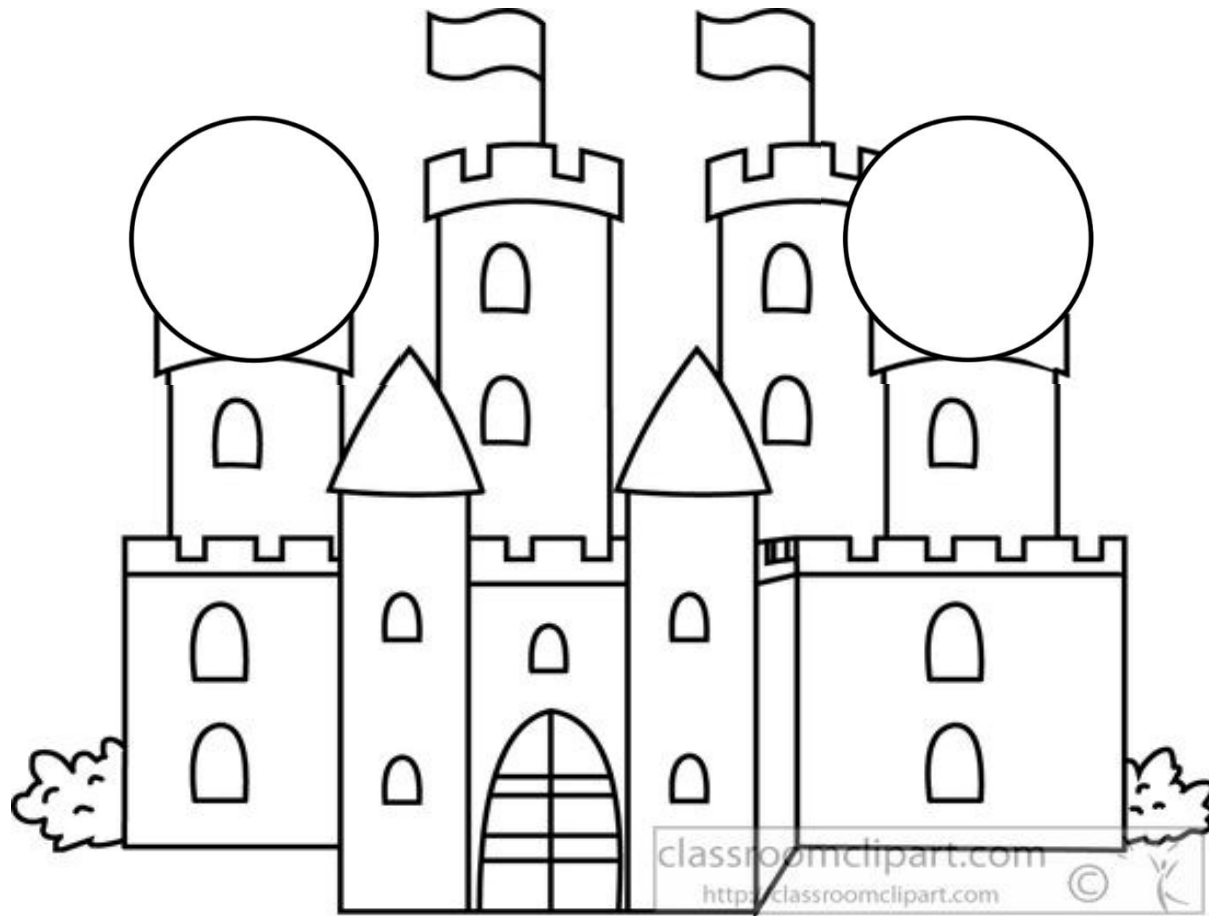
- *-match and classify each shape with its crown*

Ο βασιλιάς της Σχηματοχώρας





Το παλάτι της Σχηματοχώρας



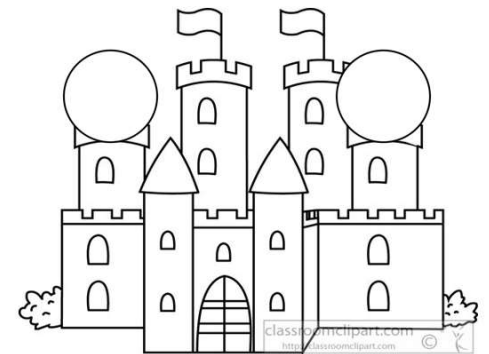
Activity 2 – The palace

The children are asked to build the palace for the kings. They have to check if all the kings are in the palace. Therefore, they color each king with the color of its kingdom.

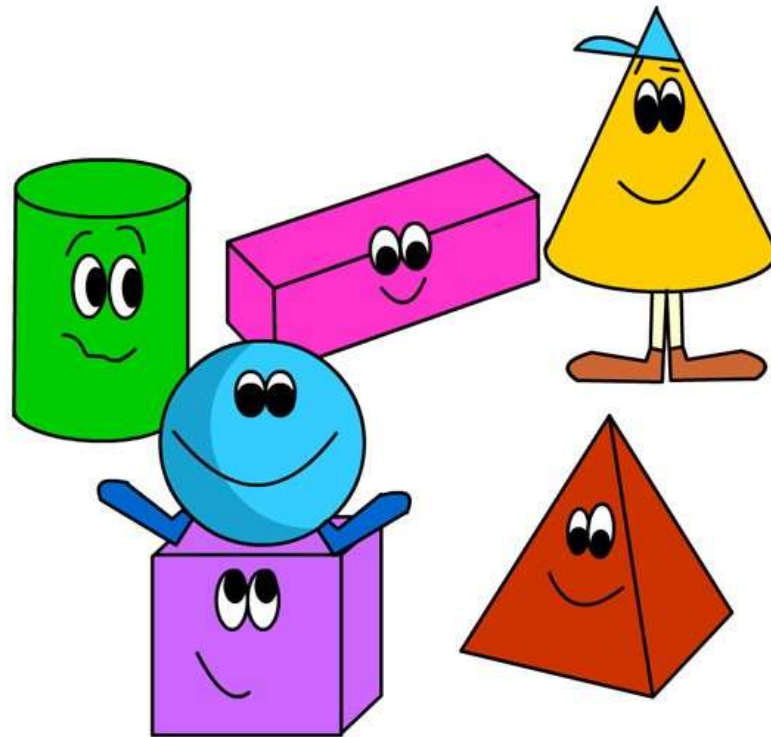
Stage 1 – REMEMBERING

- Identify, recognize the three-dimensional shapes
- Recall and name each shape

Το παλάτι της Σχηματογώρας



Βασικά αντικείμενα



www.tuttodisegni.com

Activity 3 – The royal objects

Using an interactive game, the children are asked to identify, recognize, name and classify some objects at one of the 5 kingdoms: sphere, cube, rectangular, cone or cylinder.

<https://wordwall.net/el/resource/22301242/τα-γεωμετρικά-στερεά-στην-καθημερινή-μας-ζωή>

Stage 1 – REMEMBERING

- Identify, name and classify 3D shapes

Stage 2 – UNDERSTANDING

- *Match and classify each object*

Το μαγικό κουτί



Activity 4 – The mystery box

The children are asked to put their hands in the box and hold a shape. They should recognize the shape.

Stage 2 – UNDERSTANDING

- Classify, match and represent shapes

Stage 4 – ANALYSE

- make observations and reconstruct the characteristics of the objects
(Does the shape has edges? How many edges?)
- Identify the shape
- Classify an object at a group of shapes





Ανεμοθύελλα



Activity 5 – windstorm

A windstorm destroyed some royal objects. Can you fix them? Choose the right shape.

- What shape to choose for the roof of the palace?
- What shape to put at the «carriage” so it will rolls properly? Why not cone or cube?
- What shape I should choose for the stairs in order to be safe? Why not cylinder or cone?

STAGE 3 – APPLY

- Choose the right shape
- Explain why I should choose this shape

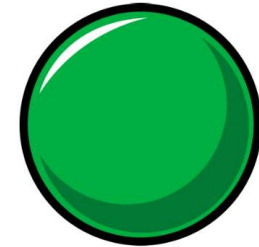
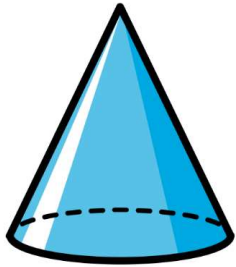
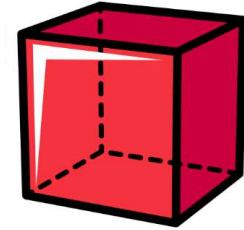
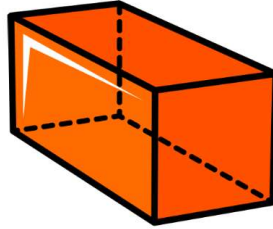
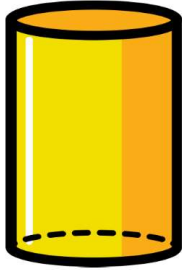
STAGE 4 - ANALYSE

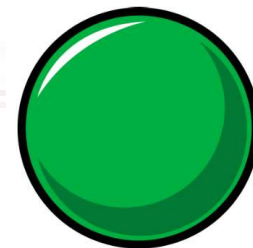
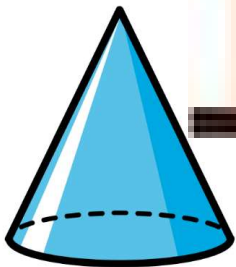
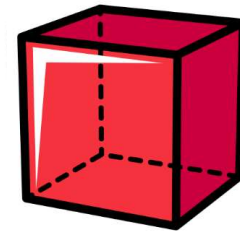
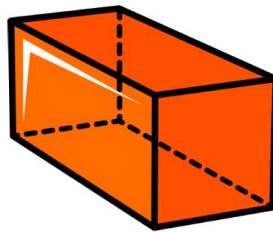
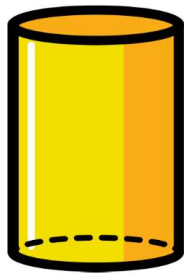
- Make observations and reconstruct the characteristics of the objects (curves, straight lines, does it have corners, lines, what kind of lines and how many lines/corners) on the next level what is the appropriate shape

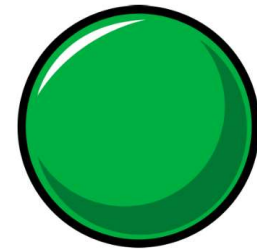
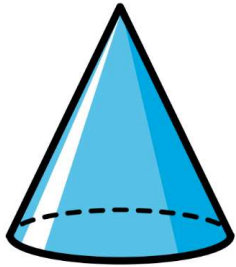
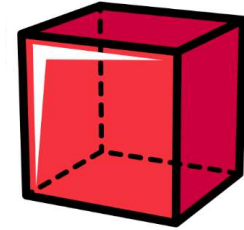
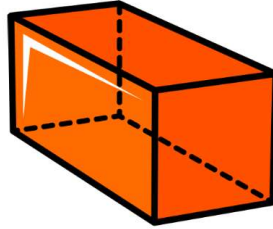
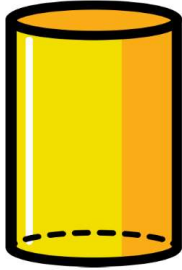
STAGE 5 - EVALUATION

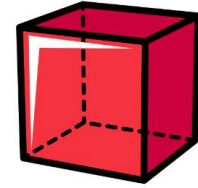
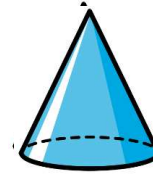
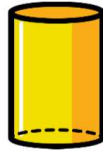
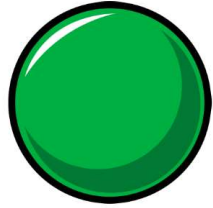
- Judge, criticize, check mistakes and at the end I choose the appropriate shape











Activity 6 – Royal maps

The children are asked to match the shape, the name and the object.

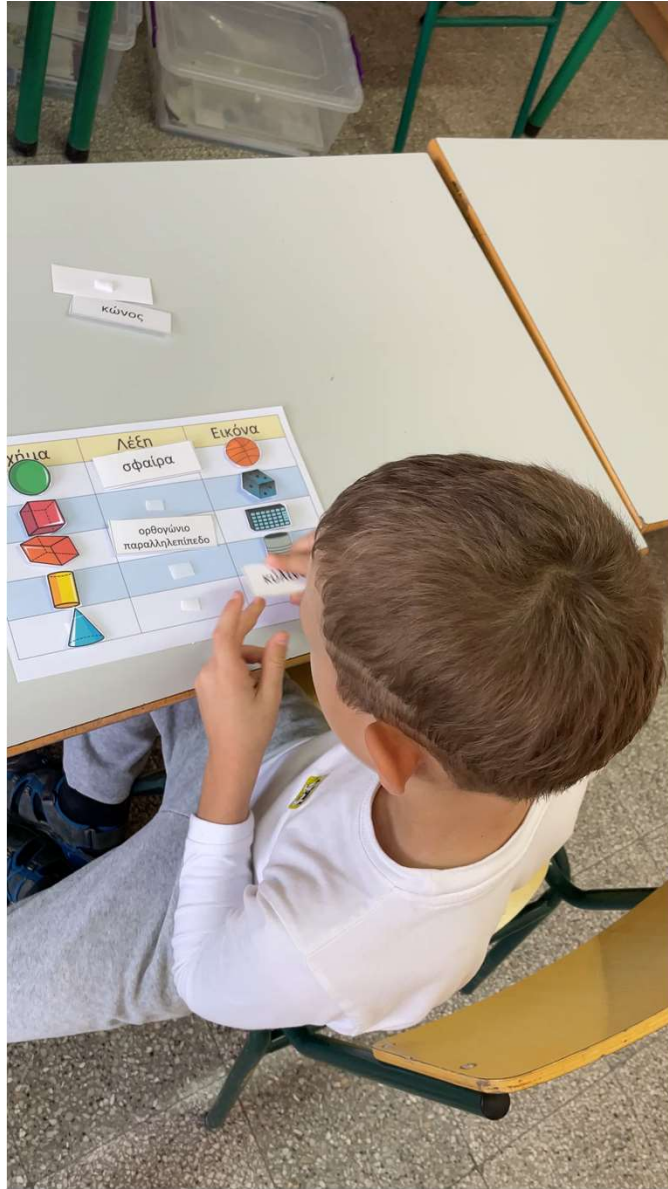
STAGE 2 - UNDERSTANDING

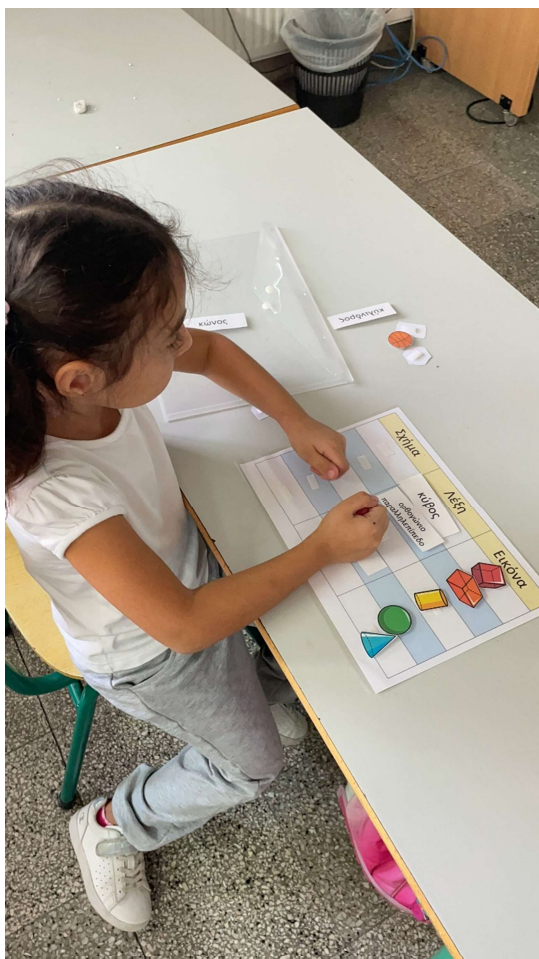
- Classify, match and represent shapes

STAGE 4 – ANALYSE

- Make observations and reconstruct the characteristics of the objects (curves, straight lines, does it have corners, lines, what kind of lines and how many lines/corners) to classify them at the right group of shapes.
- Recognize a shape at an object

Σχήμα	Λέξη	Εικόνα
	κύβος	





Activity 7 – Build a school

The children are asked to design and create a unique school for the “Shapeland”.

How you would design a school so the kids are happy and comfortable?

What shape you would choose for the chairs, the tables, the theatre?

Why not cylinder, sphere etc?

STAGE 23- APPLY

- Choose the right shape and explain why I chose this
- Solve a problem
- Decision making

STAGE 5 – EVALUATION

- judge, evaluate and choose which shape is the most suitable in each situation

STAGE 6 – CREATION

- design, represent virtual and create an original classroom/school

To accomplish this activity, the children have to use the knowledge and the skills acquired from the previous stages of Bloom's taxonomy since they need to recall, understand, analyze and evaluate the specific characteristics of each shape in order to find the appropriate shape in each situation and explain why they used it over the others.