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| Subject: | Mathematics |
| Title: | Symmetrical Game |
| Grade Level: | 4 |
| Purpose: | To use logos and shapes found in hockey to draw lines of symmetry. |
| Curricular  Connections: | * Demonstrate an understanding of line symmetry. * Identify symmetrical 2-D shapes and draw one or more lines of symmetry. |
| Materials: | * **“Hockey Shapes and Logos”** handout. * Rulers and pencils. |
| Activity: | 1. Review lines of symmetry with the class. Demonstrate with a familiar shape. 2. Distribute the **“Hockey Shapes and Logos”** worksheet**.** 3. Students are challenged to find, and draw, as many lines of symmetry through the logos and shapes as they can. |
| Extension: | * Students sketch other shapes, logos, or equipment commonly found in hockey, and draw lines of symmetry through them. |
| Assessment: | 1. How effective are students at recognizing and drawing lines of symmetry through various shapes and logos? 2. Product: Accurate completion of **“Hockey Shapes and Logos”** worksheet. |

***Hockey Shapes and Logos***

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