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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.
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| **Materials:** | * **“Hockey Shapes and Logos”** handout.
* Rulers and pencils.
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| **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.
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| **Extension:** | * Students sketch other shapes, logos, or equipment commonly found in hockey, and draw lines of symmetry through them.
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| **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.
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***Hockey Shapes and Logos***

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