Math Festival Stations Correlation

to the COMMON CORE Standards in Mathematics

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Math Festival: Geometry   K, 1, 2, 3, 4, 5, 6, 7, 8

Build It!

Grade Span

Materials used with this activity:
- Task Cards in Sheet Protectors
- MultiLink Cubes

Build It!

Use the MultiLink Cubes at this table to build the cube buildings that are pictured on each task card. Example:
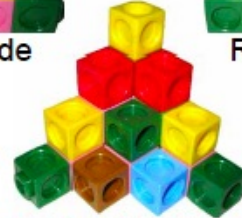
Top   Bottom

Left Side   Right Side

Makes this:

For an EXTRA CHALLENGE, build this with the SAME COLORS as pictured above!

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Comments:

Creating 3-D buildings from 2-D pictures takes visual and spacial reasoning and planning. While the easiest tasks are suitable for Kinders, the hardest, using the traditional drafting 2-D views, will challenge even adults. There are several companies that manufacture cubes that link together on multiple sides—all of these should work for this activity.

Standard(s) for Mathematical Practice

1) Make sense of problems & persevere in solving them.
2) Reason abstractly and quantitatively.
4) Model with mathematics.
5) Use appropriate tools strategically.
7) Look for and make use of structure.

Related K, 1, 2, 3, 4, 5, 6, 7, or 8th grade Standards:

CC: Counting & Cardinality   OA: Operations & Algebraic Thinking   NBT: Number & Operations in Base Ten
MD: Measurement & Data   G: Geometry   NF: Number & Operations—Fractions   NS: The Number System
EE: Expressions & Equations   SP: Statistics & Probability   RP: Ratio & Proportion Relationships   F: Functions

K.G.5 Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.

2.G.1 Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces (sizes are compared directly or visually, not compared by measuring). Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.

3.MD.6 Measure areas by counting unit squares (square cm, square m, square in, square ft., and improvised units).

7.G.1 Solve problems involving scale drawings of geometric figures, including computing actual lengths and areas from a scale drawing and reproducing a scale drawing at a different scale.

7.G.6 Solve real world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.