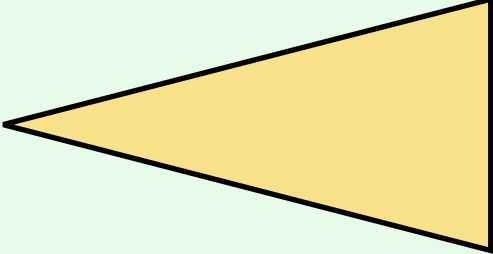

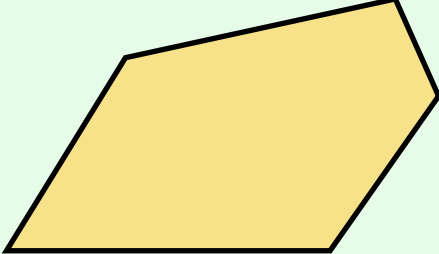
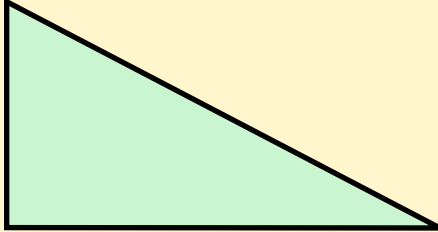
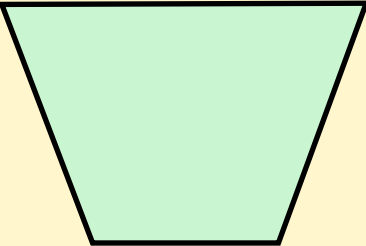
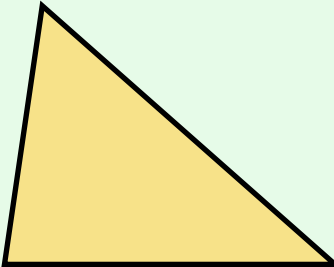
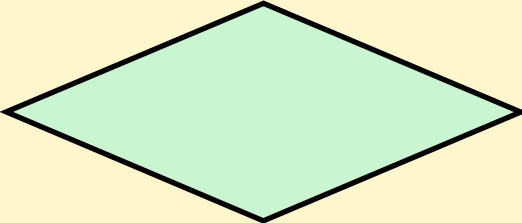
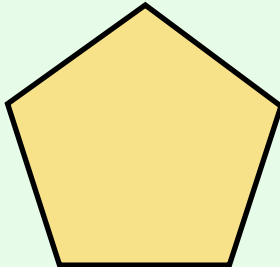
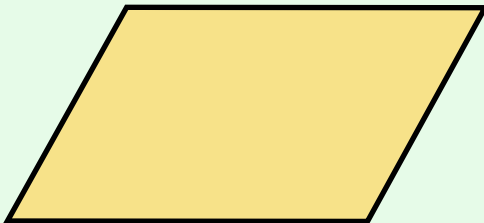
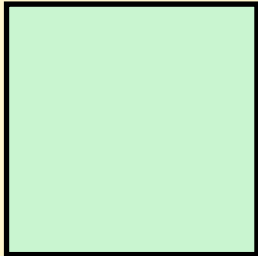
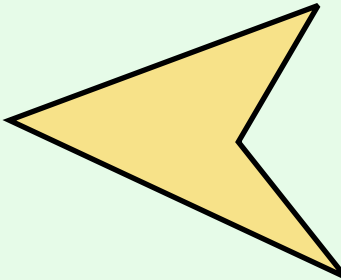
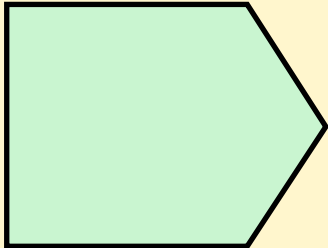
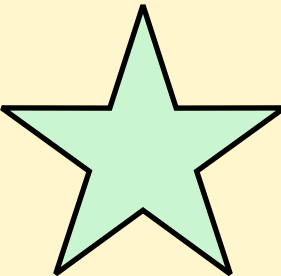
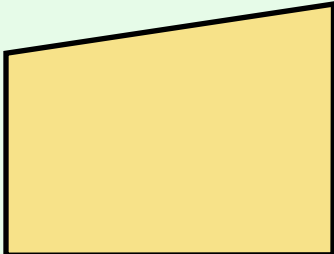
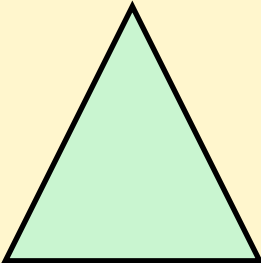
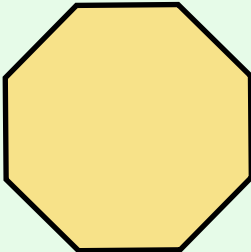
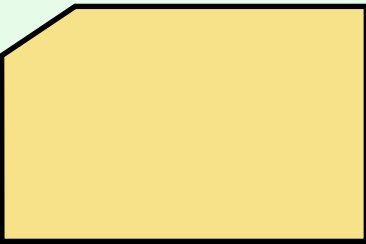
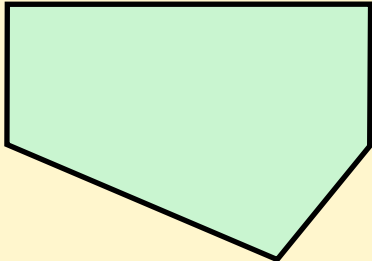
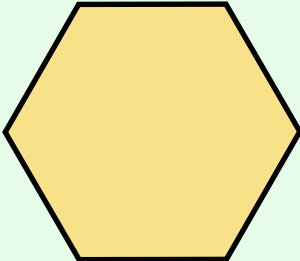
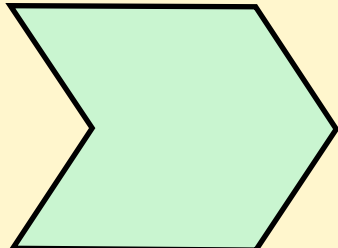




ABEC05ACT1305

# 2 D SHAPE GRABBER v 3

<b>1</b> is a regular shape	<b>2</b> has an acute angle	<b>3</b> has a right angle	<b>4</b> has a line of symmetry	<b>5</b> has an obtuse angle	<b>6</b> has parallel lines
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Age range : Std. 5 +

Number of players : 2

Learning :

- Types of angles : acute, obtuse, right
- Parallel lines
- Symmetry
- Regular shapes

You will need :

- 1 dice
- 8 counters of a certain colour per player

Instructions :

- Take turns to throw the dice.
- When the dice is thrown, look at the chart at the top of the board and place a counter on a shape that satisfies that condition.
- The winner is the player who gets three counters in a line (vertical, horizontal or diagonal) or has more counters on the board when the game ends.