



The Shape Of The World

Aim: To explore the role shape has in the world

Subject links: Math, Science, Literacy, Social Studies



Teaching resources that move [Beyond Conventional Wisdom](#).

Our resources are designed to support student choice, voice and agency. The resources are ideal for all teaching styles, but particularly suited to inquiry (*constructivist*) teaching.

Our aim is to move beyond conventional teaching tools, consultancy and training by creating tailored resources, strategies and training opportunities that enable teachers to implement supportive, differentiated, challenging and innovative learning experiences.

FAST FOUR

'Fast Four' is quick thinking task that enables students to generate ideas and discuss them with others.

The task can be used as a warm up before a lesson or a reflection after a lesson on the similar topic.

The students select a fast four card from the pile. Students can choose to do the card alone recording ideas in way that makes sense to them or in a pair, discussing and if necessary, recording ideas. (Alternatively you can display one the slides for the whole class on an electronic whiteboard to look at and students can form groups based on the card they are most interested in on the slide)

Students should discuss the ideas on the fast 4 card and record ideas that they generate.

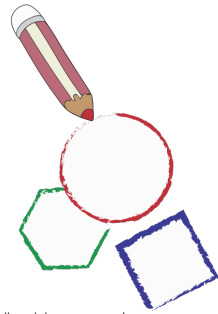
It is up to the teacher to decide if she/he would like the students to share or display their ideas with other groups.

It is worthwhile walking around and listening to ideas being generated as they can provide a quick glimpse into thinking, misconceptions, and connections being made as a result of the unit. This can then be used to inform planning.

Fast Four

NAME _____

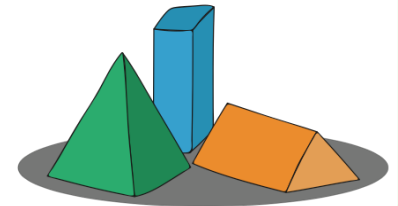
Four shapes that builders use.



Fast Four

DRAW _____

Four shapes found in nature.



Fast Four

CREATE _____

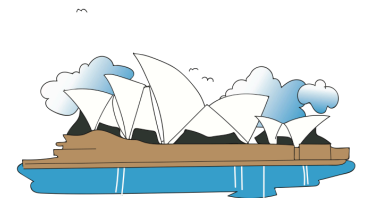
Four new shapes never seen before.



Fast Four

DRAW _____

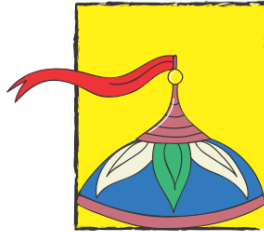
Four different types of hexagons.



Fast Four

NAME

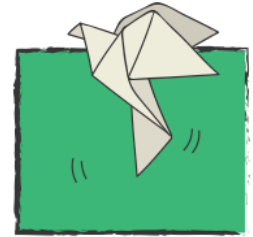
Four shapes with curves in them.



Fast Four

DRAW

Four shapes that only have straight lines.



Fast Four

DISCUSS

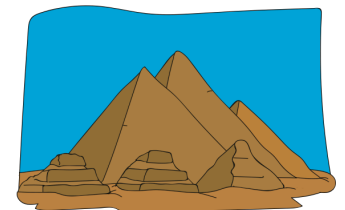
Four fun facts about shapes.



Fast Four

EXPLAIN

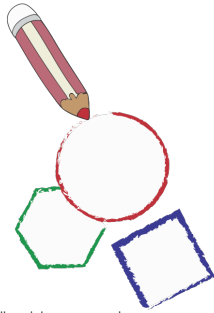
Four differences between shapes and patterns.



Fast Four

DISCUSS

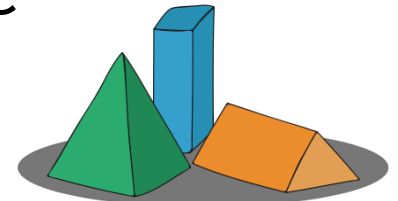
Four ways people use shapes to express who they are.



Fast Four

EXPLAIN

Four ways people have used their knowledge shapes to create something new.



Fast Four

SHOW

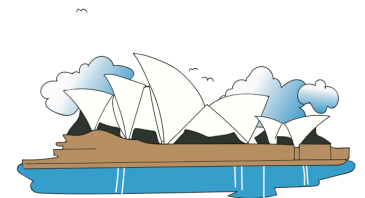
Four ways nature has influenced the way people use shapes.



Fast Four

SHARE

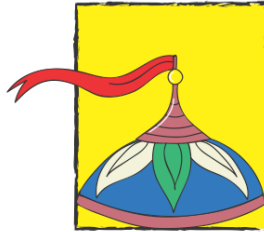
Four of your favourite shapes and explain why they are your favourite.



Fast Four

LIST

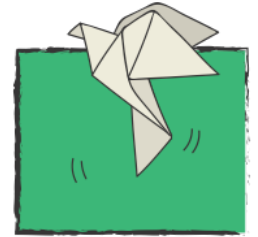
Four ways you can change or transform a shape.



Fast Four

COMPARE

Four ways people use shapes in art and science.



Fast Four

IDENTIFY

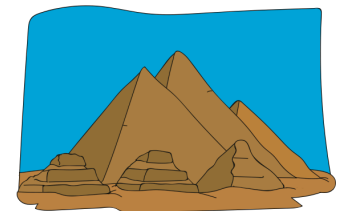
Four similarities between 2D and 3D shapes.



Fast Four

IDENTIFY

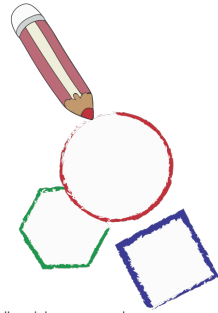
Four differences between 2D and 3D shapes.



Fast Four

DESCRIBE

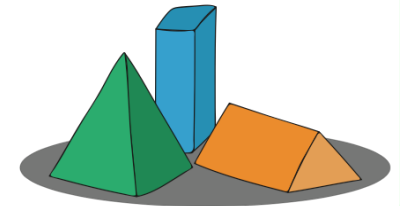
Four ways shapes are connected to people's beliefs or identities.



Fast Four

IDENTIFY

Four words connected to describing shapes.



Fast Four

CREATE

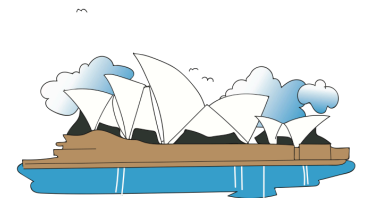
Four shapes that could be used to create an amazing playground.



Fast Four

EXAMINE

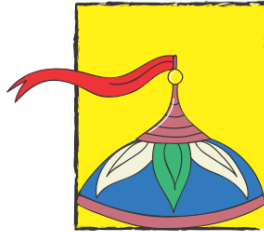
Four ways sports and shapes are connected.



Fast Four

NAME

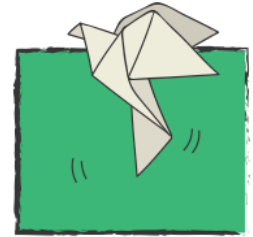
Four shapes that stack
and store easily.



Fast Four

TEST

Four shapes that can roll
or slide easily and four
ways you can
test these ideas.



Fast Four

EXAMINE

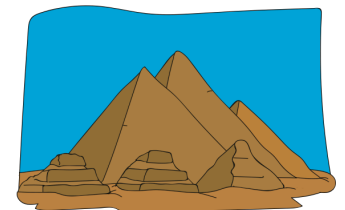
Four ways shapes can be
used to solve problems.



Fast Four

IMAGINE

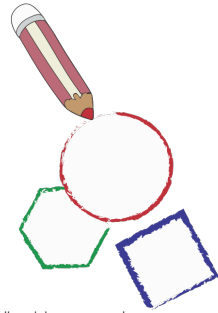
Four ways shapes can be
used to create something
new.



Fast Four

ANALYZE

Four different reasons shapes are important to human communities and systems.

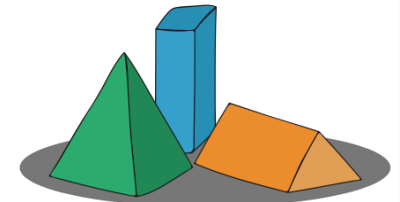


FAST FOUR Creating Thinkers BeConWiz © 2020 beconwiz.com - All rights reserved

Fast Four

EXPERIMENT

Four ways shapes could be used to create buildings that are connected to nature.



FAST FOUR Creating Thinkers BeConWiz © 2020 beconwiz.com - All rights reserved

Fast Four

ILLUSTRATE

Four unique and interesting window shapes or roof tops.

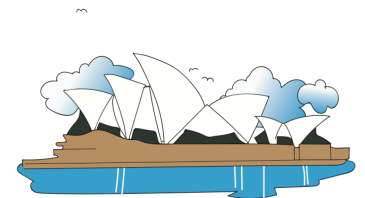


FAST FOUR Creating Thinkers BeConWiz © 2020 beconwiz.com - All rights reserved

Fast Four

JUSTIFY

Four reasons that humans could or could not live without shapes.

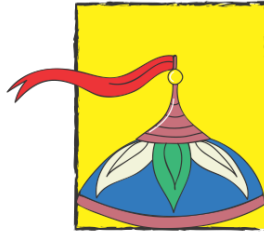


FAST FOUR Creating Thinkers BeConWiz © 2020 beconwiz.com - All rights reserved

Fast Four

DEBATE

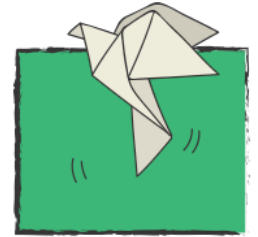
Four reasons that support the idea that shapes were discovered not invented.



Fast Four

DISCUSS

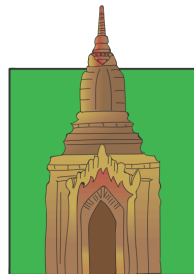
Four reasons people might believe that shapes invented not discovered.



Fast Four

SELECT

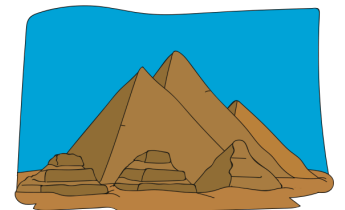
Four shapes that people could live without.



Fast Four

COMPARE

Four ways people can use the same shape in different ways.





TERMS AND CONDITIONS

LICENSE TO USE PURCHASED INDIVIDUAL CLIP ART

The clipart purchased on this site may only be used for personal or class use. It can not be used in the production or publication of any materials, resources or other related goods that are to be sold onto others or for commercial use.

Schools wishing to buy clip art for across school use or in school publications must contact the BeConWiz team for a price for this option.

LICENSE TO USE PRODUCTS

Any products purchased from BeConWiz are purchased by you for your personal use and not for distribution or resale.

BeConWiz download resources are able to be printed for personal use by the purchaser (a given single educator) only. They can be used to teach your class of students, and are intended to be used in this way. *Schools wishing to use product packages or negotiate tailored deals or teaching teams must contact BeConWiz directly and negotiate separate terms and conditions.*

Any workshop or consultancy work will be negotiated and tailored to meet individual client needs and as such, the terms and conditions of such purchases or contracts will be issued and delivered in separate documentation.

ELECTRONIC DOWNLOAD DELIVERY

Download products are immediately available to holders of a product package of BeConWiz. If you have any problems with an immediate download, please contact us at beconwiz@beconwiz.com

DOWNLOAD PRODUCTS AND MATERIALS

We provide no guarantee that you will be able to use school computers to download BeConWiz materials. We will endeavor to do our best to ensure downloadable material is accessible on a variety of computers, tablets or devices. If you are experiencing issues with download or printing of materials please contact us, so we can improve our service to you.

"BCW will now use 'they - themselves' as a singular, gender-neutral pronoun in all material and resources generated. Just as the use of 'he - man' disappeared women's voice and identity, use of the binary 'she - he' and related pronouns has disappeared and rendered voiceless marginalised groups that do not identify with the 'he -she' pronouns. Until some wider grammatical agreement has been reached about what pronouns will be used to embrace the diversity of gender experience, in text we will use 'they - themselves' in our materials. Given that words/language create reality, using language that is acknowledging and inclusive of all people who identify across a wide gender spectrum is an issue of power, politics, respect and visibility."

