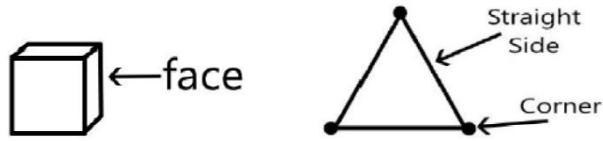




# Models and Representations

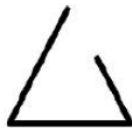
Students identify the defining parts, or attributes, of two and three dimensional shapes.



Closed Shape



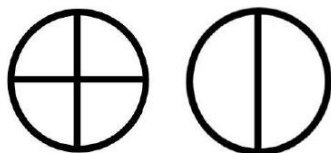
Open Shape



Students recognize 3-dimensional shapes and use them to build new structures. For example, they will take a cone and a cylinder and build a new structure with the two shapes.

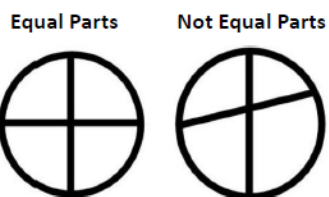


Students relate geometric figures to equal parts and name the parts as halves and fourths (or quarters.)



Fourths

Halves



Equal Parts

Not Equal Parts

Students apply their understanding of halves to tell time to the hour and half hour. Students will construct simple clocks and begin to understand the hour hand, then the minute hand, then both together. Students read both digital and analog clocks to tell time.

