



2D Shapes

Pairs and Snap are both short, quick-fire games that are great to fit in any time of the day. Maybe the winner could get a treat, or perhaps everybody who joins in can get a treat!

You will need:

- Scissors
- 2D Shape Cards, printed on thin card

A double deck of the cards is recommended for Snap.

What to do

Cut out the cards. (Check with an adult before using scissors.)

Pairs (two or more players)

- Place all cards face down on the table.
- In turns, turn over two cards and see if they match, e.g. a shape and its name.
- If they match, keep the pair. If they don't, turn them back over.
- The winner is the person with the most pairs once all of the cards have been matched.

Snap (two players)

- Shuffle the cards and deal them into two piles, face down.
- Both players turn their top card over at the same time.
- If the cards match, shout 'Snap!' The first person to shout Snap takes all of the upturned cards.
- If they don't match, keep turning over cards, placing them on top of the upturned ones. If you run out of cards without getting a match, shuffle them and deal again.
- The winner is the first person to get all of the cards.

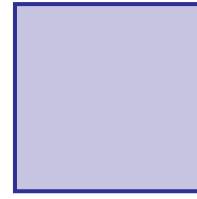
Need help?

For help with naming 2D shapes, take a look at the table on page 4.

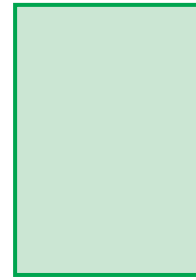
2D Shape Cards



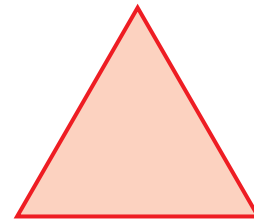
square



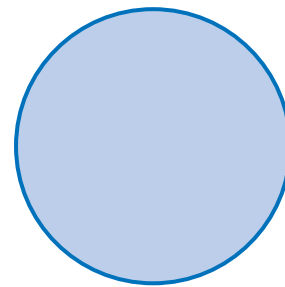
rectangle



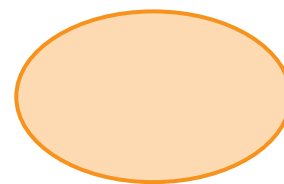
triangle



circle



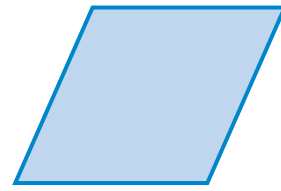
oval



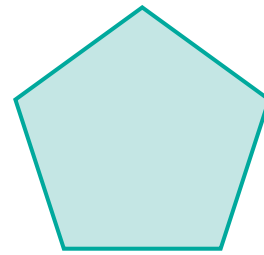
2D Shape Cards (continued)



rhombus



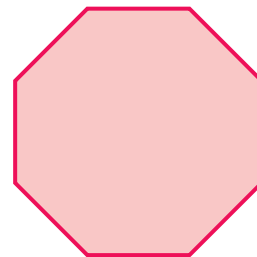
pentagon



trapezium

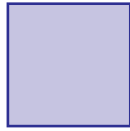


octagon

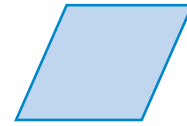


2D Shapes

square



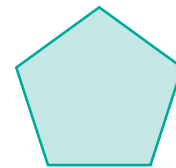
rhombus



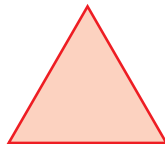
rectangle



pentagon



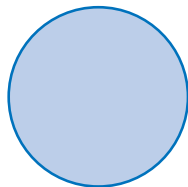
triangle



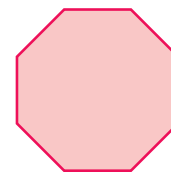
trapezium



circle



octagon



oval

