## Lime off Symmetry

Understanding of equal: what happens to one side of line must happen to other side

Identify multiple lines of symmetry in shapes
"you can fold squares many times to make half"
"Why do some shapes have more then one line? /how can this help us identify shapes?"

Understand the property of equidistance: Using
squares on graph paper to justify distance

Understanding perspective=change the orientation of line of symmetry: 1-/+

Understand and hold multi-step instructions in head and make predictions of location using visualization skills/counting squares etc.


Identify/use language: over/under beside on top/below inside/out upside down

## Map

Demonstrating ability of cutting shapes in mind/flip/rotate/ make predictions based on images in your head 'what do you see?'

Flexibility in quantity of shapes: single shape placement vs. multiple shapes at a time (Quantity vs. composing/decomposing) visual discrimination

Make prediction by only seeing $1 / 2$ design and identifying/visualizing what shapes will be needed

Being able to substitute some shapes to compose bigger shape (1 trapezoid=3 green triangles) The bigger shape outline doesn't matter if you use 3 triangles or 1 trapezoid

Understanding the differences between quantity of shapes and bigger shape (When looking at outline of big shape: 1 hexagon + square could be=6 green triangles + Square

Demonstrate a flexibility in shapes used: Patterning blocks (simple shapes) vs. Pentominoes (complex)

Understand that not all triangles are the same: Angles help identify/cutting in $1 / 2$

Understanding that cutting a shape in half there re 2 identical shapes that can be put together to make the bigger shape.

Fitting shapes together vs. single shapes along line
(Students could discriminate between whole image/individual shapes: Composing/ decomposing) square + Triangle="I see a house"

Recognize/Identify basic shapes

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- triangles/squares/ circles/rectangles/ovals (have a vocabulary to discuss)


## Visualimation/ Mental liotation

Demonstrating ability to move further away from line: e.g.. stacking shapes out/free floating shapes

