

DIRECTIONS

In order to use these QR codes, you will need:

1. A device to scan the code, such as an old smartphone, iPod, iPad, or other tablet
2. A QR Code Scanning app. A free app that I use is QR Code Reader & Barcode Scanner. However, there are several free options to choose from in the App Store!
3. Wi/Fi

Then you're all set! Simply copy the page you need (for example, the Circle printable), put it next to your device, and let the students get to work! Your kids will need crayons and pencils to work through the activity.

The best part? Students will listen and follow directions by coloring each picture according to what I say. We will discuss the picture and search for a specific 3D shape. Students will listen and color real world 3D shapes as we discuss its attributes. Last, we will practice tracing each 3D shape, drawing our own, identifying the specific 3D shape, and differentiating between the 3D shapes. I am a 21 year veteran teacher and it's like I'll be taking a small group in your class! 😊 My class loves these activities every year! I hope your class will, too!

Is Wi/Fi blocked or restricted at your school? HERE ARE OTHER OPTIONS!

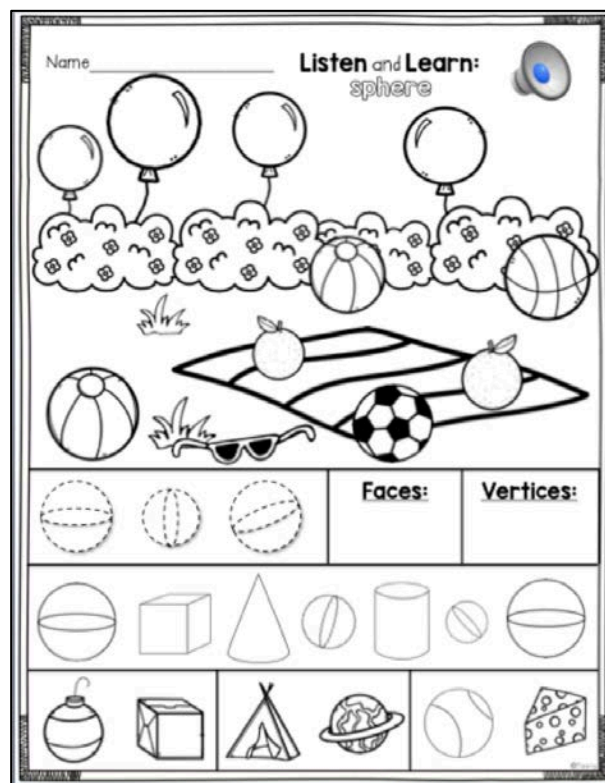
① MP3 Files

All of the activities are also offered in an MP3 format. You can download the MP3 files DIRECTLY onto your devices or computer. No Wi/Fi is necessary! It will work the same way, except that students will not scan the QR code. Students will need to locate the activity you want them to do so you might want to only load that specific activity.

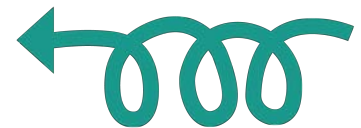
Is Wi/Fi blocked or restricted at your school? HERE ARE OTHER OPTIONS!

② PowerPoint Slides with Audio

All of the activities are also offered as PowerPoint slides with audio. These will work on any device or computer with Microsoft PowerPoint installed. Instead of the QR code, students will see a megaphone. Click on that and the audio will begin! Students will still need the printable to complete the activity.



**PP Slides
with Audio**



Skills

* Listening

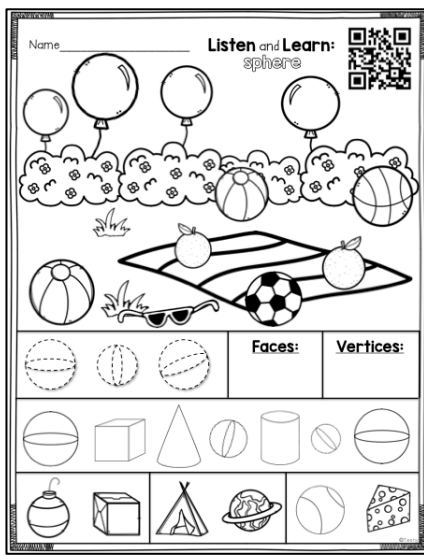
* Following Directions

* 3D Shape Recognition

* 3D Shape Identification

* 3D Shape Attributes

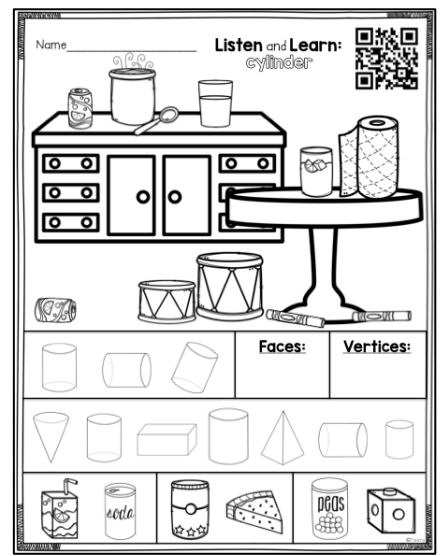
* Shapes in the Real
World



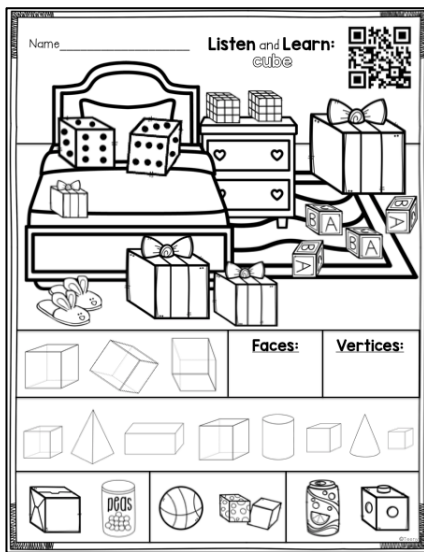
Sphere



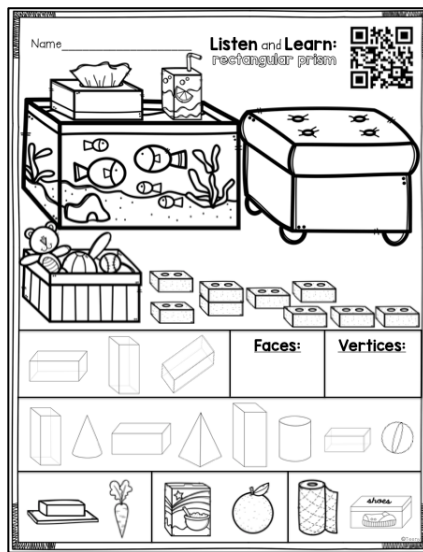
Cone



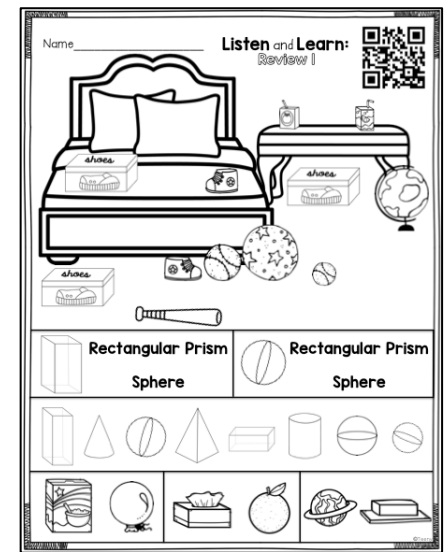
Cylinder



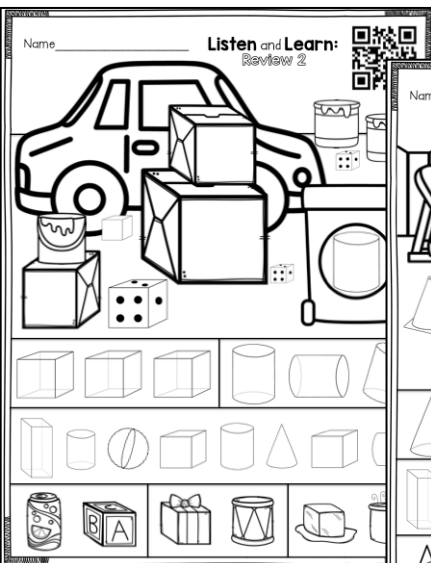
Cube



Rectangular Prism



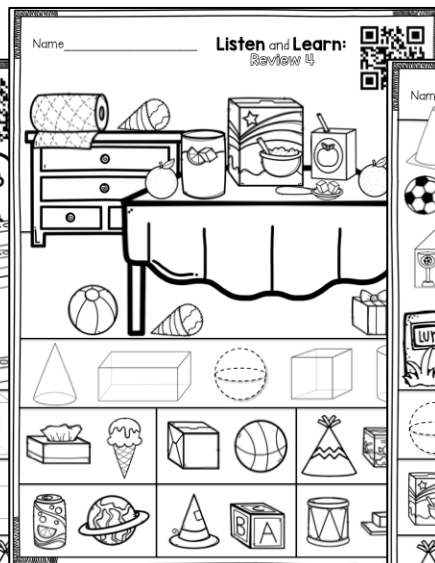
Mixed Review



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