



Geometric Solids Game



Instructions for Use & Classroom Guide
Wooden Montessori 3-D Shapes Set • Ages 3 +

1. Set Contents

Quantity	Item
10	Solid-wood 3-D shapes
1	Laminated Shape-Name Cards
1	Canvas Draw-String Bag (storage & game component)

2. Shapes Overview & Names

Shape	Visual Hint
Cube	6 equal square faces (a standard dice)
Cuboid (Rectangular Prism)	6 rectangular faces, longer than wide
Triangular Prism	Two triangle bases joined by three rectangles
Cylinder	Two round bases connected by a curved surface
Square Pyramid	Square base + 4 triangle sides meeting at a point
Triangular Pyramid (Tetrahedron)	All four faces are triangles
Cone	Round base tapering smoothly to a point
Ovoid	Egg-shaped, no edges or sharp points
Ellipsoid	Symmetrical “squashed sphere” (similar to a rugby ball)
Sphere	Perfectly round, all points on surface equal distance from the center

Keep the Shape-Name Card handy to introduce each name during play.

3. Safety & Care

- **Material:** Solid hardwood, finished with non-toxic, water-based varnish
 - **Cleaning:** Wipe with a damp cloth, air-dry; **do not submerge.**
 - **Storage:** Return all pieces to the canvas bag to avoid loss; store in a dry place.
 - **Ages:** Safe for 3+ yrs. Supervise children who still mouth objects.
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4. Montessori Connection

This set supports *sensorial exploration* and *three-period lessons*:

1. **Naming:** "This is a cube."
 2. **Recognition:** "Point to the cube."
 3. **Recall:** "What is this?" (child names object)
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5. Game Instructions

A. Sorting & Patterning (Pre-K)

Ask children to sort the solids by:

- Number of faces (curved vs. flat)
- Ability to roll vs. stack
- Shorter vs. taller shapes

B. Mystery Bag Guessing Game (Ages 3–6)

Setup

Place all 10 shapes inside the canvas bag.

How to Play

1. Each player takes a turn reaching into the bag **without looking**.
2. Using only the sense of touch, the child describes what they feel: *curved* vs. *flat* *faces*, *corners*, *edges*.
3. They **guess** the shape and pull it out to check.
4. Place the matching Shape-Name Card in front of them.
5. Continue until every shape has been identified.
6. **Variation—Race the Clock:** Older children can time themselves or compete in small groups.

Language Opportunity

Invite descriptive vocabulary: *round*, *pointy*, *flat*, *corner*, *edge*, *curve*, *base*, *apex*.

C. Shape Properties Hunt (Ages 5-7)

Objective: Identify shapes by descriptive properties.

Setup Time: 3 minutes

Play Time: 15-20 minutes

2-6 players

Steps:

1. **One player becomes "teacher"**
 2. **Teacher describes a shape** by its properties:
 1. "Lick finger, it has pointy corners"
 2. "This shape rolls like a door"
 3. "It has six faces, all squares"
 3. **Other players take turns** reaching into bag to find the described shape
 4. **First to pull correct shape** becomes new teacher
 5. **Use cards for support** when players need help
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6. Frequently Asked Questions

Q: A child thinks the ovoid and ellipsoid are the same.

A: Demonstrate rolling them—ellipsoid rolls symmetrically, ovoid tapers to one end. Compare to eggs vs. rugby balls.

Q: Pieces feel slippery on tables.

A: Provide felt shelves or trays so children see each shape clearly without rolling away.

Q: Can this align with Common Core?

A: Yes—K.G.A.3 (identify shapes as 2-D or 3-D); K.G.B.4 (analyzing and comparing shapes).

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Have fun discovering the world of 3-D geometry!