



# 3D 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
- 3D 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.

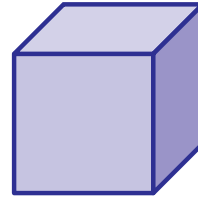
## Need help?

For help with naming 3D shapes, take a look at the table on page 4.

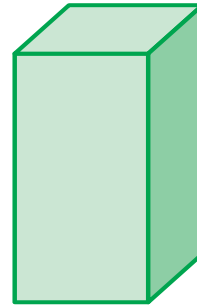
## 3D Shape Cards



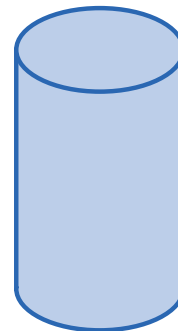
**cube**



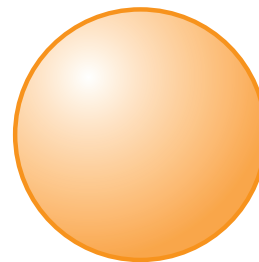
**cuboid**



**cylinder**



**sphere**

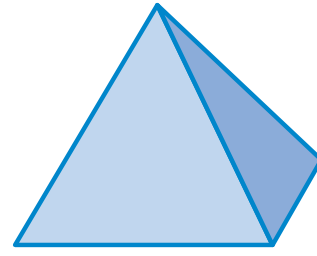


**cone**

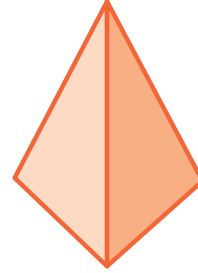




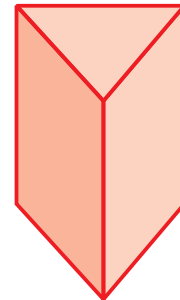
**square based  
pyramid**



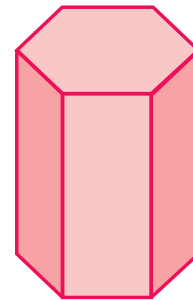
**triangular  
based pyramid**



**triangular  
prism**

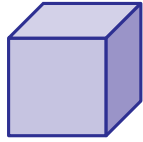


**hexagonal  
prism**

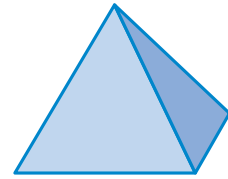


## 3D Shapes

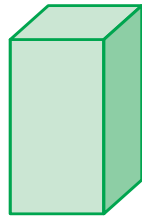
**cube**



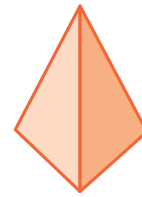
**square based pyramid**



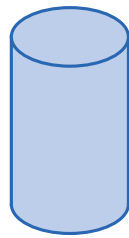
**cuboid**



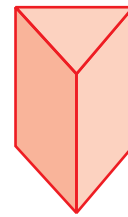
**triangular based pyramid**



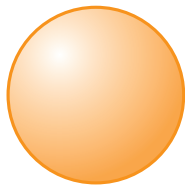
**cylinder**



**triangular prism**



**sphere**



**hexagonal prism**



**cone**

