

# What is Long, What is Round?



0219CH01

## Guess its Name

Children love Uncle Meeku. He plays with them every day. Today he has kept different things in his bag. The game is "Guess its Name".



Uncle Meeku puts his hand in the bag.

Team A  
sings a song.

Find out with your eyes shut well,  
touch it with your hands and tell.  
Tell us, tell us  
how it feels.  
We guess its name  
and win the game.

A



B





Pointed at one end,  
flat at the other,  
but round like a pipe.  
Guess what it is?

Team A says — pencil.

◆ Do you also think so?

Now you think of a different answer for  
Uncle Meeku's question. \_\_\_\_\_



Now it is the turn of team A to touch  
and guess. Everybody sings:

Tell us, tell us how it feels.  
We guess its name and win the game.

A child from team A puts his hand in the bag. Others in  
team A have to guess. Can you help them?

Round all around...  
has no corners...  
I can roll it in my hand.  
Guess what it is?



The game 'Guess its Name' helps children observe and describe shapes of different objects. Discuss similarities and differences among their properties, physical features etc., such as edges, corners, faces, smooth or rough surfaces, if it rolls or slides. For example, a matchbox has sharp corners and it cannot roll while a plate is flat and can roll.

Then is the turn of team B to feel and guess. And so the game goes on ...

Now you play this game in teams. Put different things in a bag. A cloth is tied on one child's eyes. She puts her hand in the bag. She touches it and says what it feels like. Her team has to guess the name.

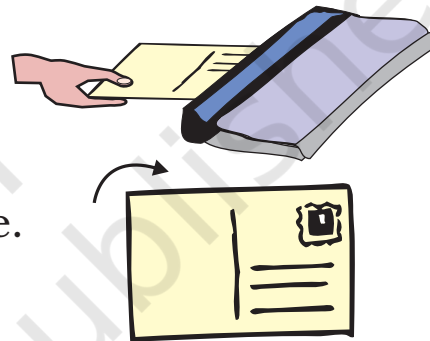
### How Strong is a Postcard?

Hold a postcard from one corner. If you keep a book on it, can it hold the book?

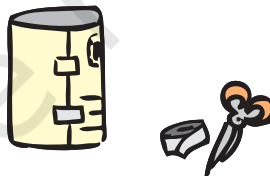
★ You may take any other card.

Now try this.

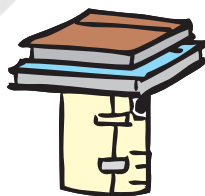
1. Roll a postcard to make a pipe.



2. Use tape to stick the ends together.



3. Put a book on it. Does the postcard hold it? See how many books it can hold.



Teachers note: This activity can be done with any other available card.

## Hurry Up! Be Quick!

Children are sitting in a circle in the class.

They are playing this game by clapping and singing.

*What is long ..... what is round? .....*

*Look around ..... look around .....*

Reena says —

A bat is long,  
a ball is round.

Look around,  
look around.



All children are singing .....

*What is long ..... what is round? .....*

*Look around ..... look around .....*

Meenu says —

A bottle is long,  
a cap is round.  
Look around,  
look around.



And the game goes on.

- ◆ Now you play this game in your class. Take turns to name two things — one long and one round. Do not repeat things which others have named.

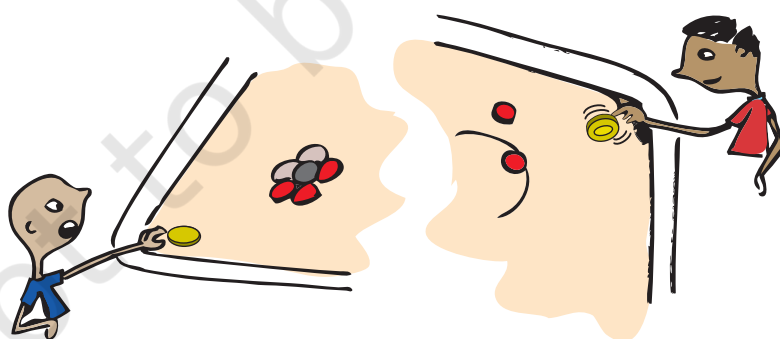
## What Rolls, What Slides?

Look at the picture. Some children are rolling and some are sliding things in a park.



There are some things which can roll and some which can slide.

There are things which both roll and slide.



Start a discussion in the class on things in the child's environment which roll and slide. Help children to look at their shape and see how some things roll and others slide.

Look at things around you.

Write below:

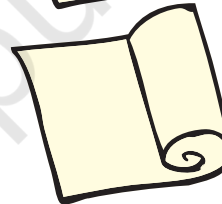
Things which roll	Things which slide	Things which both roll and slide

### My Tiny Tree

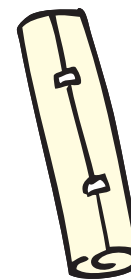
1. Take a sheet of paper like this.



2. Roll the paper to make a pipe.



3. Your paper pipe will look like this now.  
Use glue or tape to stick it.



4. Using scissors, cut strips at one end of the paper pipe.  
Make 7 or 8 cuts.



5. Turn down the cut ends.

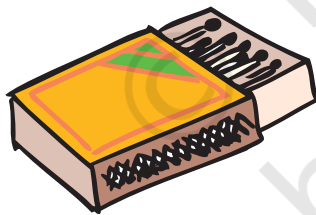
Your tree is ready! You can colour it also.



## The Tallest Tower



- ◆ Collect different things, such as boxes of different kinds, balls, erasers, matchboxes etc.
- ◆ Make your towers using different things, like only matchboxes, only tins.



Now mix and make with different things, like — shoe boxes and tins together, balls and matchboxes together.

Start a discussion in the class about which shapes can be stacked one over another and which cannot be. Encourage children to look for surfaces which are flat or not flat. They can also get an intuitive feeling that shapes with broader bases are more stable and discuss how different things like soaps, tea boxes, tins, etc. are stacked in a shop. Children will enjoy playing games like 'pitthoo' (seven stones) in which they need to make stable stacks of irregular stones as fast as possible, while the other team runs for the ball.

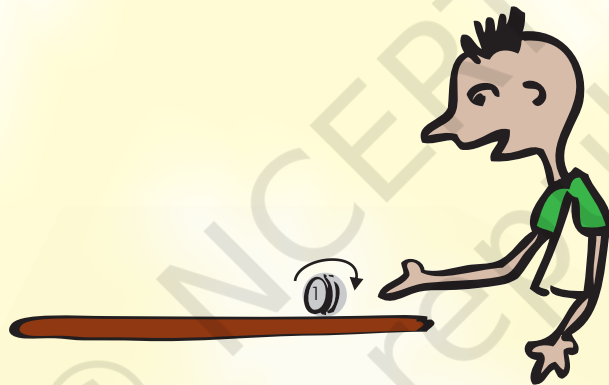
## Coin Play

Try doing these with your coin.

- \* Hold the coin like this.



Make the coin spin. Does it look like a ball?



- \* Does a coin roll? Does it slide? Try.
- \* Can you make a 1-rupee coin stand like this? \_\_\_\_\_



Try doing the same using a 2 rupee coin and a 5 rupee coin.

