

# Don't Burn Your Feet Game Versions

## 1. Shape Names (Easiest Game Version)

**Setup:** Include examples and non-examples of the shapes you will be using.

- Easiest: only include easier examples of the familiar shapes
- Easy: use easier and more challenging examples and non-examples of the familiar shapes
- Harder: begin to add in 1-2 unfamiliar shapes, starting with the easier examples and non-examples and then adding more challenging examples and non-examples

**Rules:** Tell your child to jump on a specific shape type. For example, "Jump on a..."

- Circle
- Triangle

FAMILIAR SHAPES (EASIEST)		
SHAPE	DEFINITION	NOTES
<b>Circle</b>	<ul style="list-style-type: none"> <li>• Perfectly round</li> </ul>	<ul style="list-style-type: none"> <li>• Ovals are not circles because they aren't perfectly round</li> </ul>
<b>Triangle</b>	<ul style="list-style-type: none"> <li>• 3 straight sides &amp; 3 angles</li> </ul>	<ul style="list-style-type: none"> <li>• A "right triangle" has a right angle</li> <li>• Different orientations (not always "2 points at bottom, 1 at top")</li> </ul>
<b>Square</b>	<ul style="list-style-type: none"> <li>• 4 straight, equal sides (all the same length) &amp; 4 right angles</li> </ul>	<ul style="list-style-type: none"> <li>• A square is a special kind of rectangle</li> </ul>
<b>Rectangle</b>	<ul style="list-style-type: none"> <li>• 4 right angles &amp; 4 straight sides</li> </ul>	<ul style="list-style-type: none"> <li>• A square is an example of a rectangle</li> <li>• Has 2 pairs of parallel sides</li> <li>• Opposite sides equal (same length)</li> </ul>

All the familiar and unfamiliar shapes are closed (all connected, no gaps in the lines) .

UNFAMILIAR SHAPES		
SHAPE	DEFINITION	NOTES
<b>Rhombus</b>	<ul style="list-style-type: none"> <li>• 4 straight, equal sides (all the same length)</li> </ul>	<ul style="list-style-type: none"> <li>• A square is an example of a rhombus</li> <li>• Has 2 pairs of parallel sides</li> </ul>
<b>Pentagon</b>	<ul style="list-style-type: none"> <li>• 5 straight sides &amp; 5 angles</li> </ul>	
<b>Hexagon</b>	<ul style="list-style-type: none"> <li>• 6 straight sides &amp; 6 angles</li> </ul>	
<b>Octagon</b>	<ul style="list-style-type: none"> <li>• 8 straight sides &amp; 8 angles</li> </ul>	
<b>Parallelogram</b>	<ul style="list-style-type: none"> <li>• 4 straight sides</li> <li>• Opposite sides equal (same length) and parallel</li> </ul>	<ul style="list-style-type: none"> <li>• Has 2 pairs of parallel sides</li> <li>• Squares, rectangles, and rhombuses are examples</li> </ul>
<b>Trapezoid</b>	<ul style="list-style-type: none"> <li>• 4 straight sides</li> <li>• Only 1 pair of parallel sides</li> </ul>	<ul style="list-style-type: none"> <li>• A "right trapezoid" has 1 right angle</li> </ul>
<b>Quadrilateral</b>	<ul style="list-style-type: none"> <li>• 4 straight sides</li> </ul>	<ul style="list-style-type: none"> <li>• Squares, rectangles, rhombuses, parallelograms, &amp; trapezoids are all examples</li> </ul>

"Regular" shapes have all sides and angles equal (same size). For example, a "regular pentagon" has 5 equal sides (all same length) & 5 equal angles (all same size).

## 2. Shape Parts (Hard Game Version)

**Setup:** Include any and all shapes your child knows

**Rules:** Tell your child to jump on a shape based on the number of sides and/or angles. For example:

- Exact number rules
  - “Jump on a shape with 5 angles”
- More than rules
  - “Jump on a shape with more than 3 sides”
- Less than rules
  - “Jump on a shape with less than 4 angles”
- At least rules
  - “Jump on a shape with at least 6 sides”
- And rules
  - “Jump on a shape with 3 sides and 3 angles”

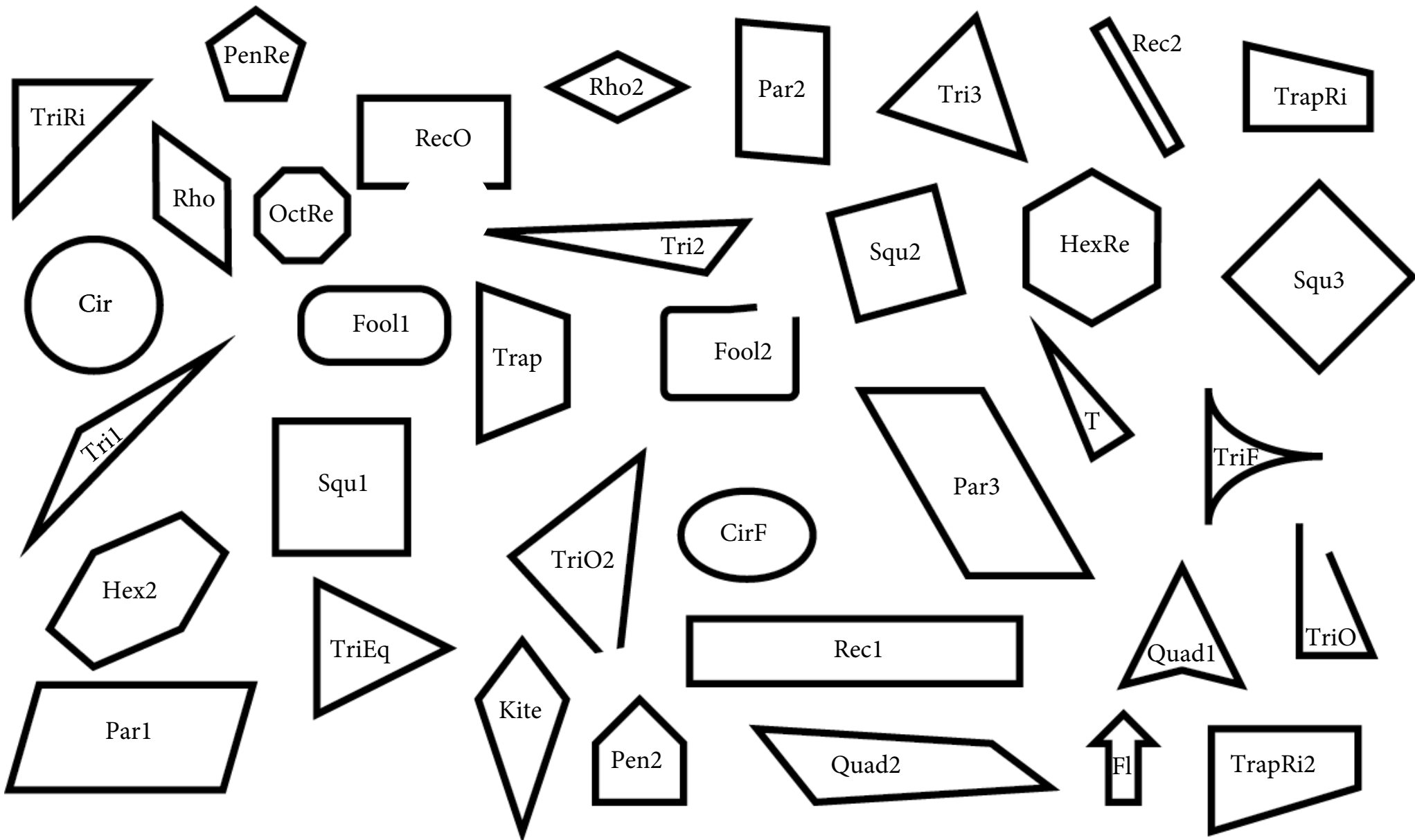
## 3. Shape Properties (Hardest Game Version)

**Setup:** Include any and all shapes your child knows

**Rules:** Tell your child to jump on a shape based on the shape properties. For example:

- Closed
  - “Jump on a shape that is closed”
- Not rules
  - “Jump on a shape that is not a triangle”
- Length comparison
  - “Jump on a shape with more than 4 equal sides (all the same length)”
- Right angles
  - “Jump on a shape with at least 1 right angle”
- Parallel sides
  - “Jump on a shape with 2 pairs of parallel sides”
- And/either or rules
  - “Jump on a shape with 4 sides and 4 right angles”
  - “Jump on a shape with more than 3 sides and only 1 pair of parallel sides”
  - “Jump on a shape with either 5 equal angles or 6 straight sides”

# Example Shapes for Don't Burn Your Feet



<u>Label</u>	<u>Shape Name</u>	<u>Level of Challenge</u>
<b>TriRi</b>	(Right) triangle	Easier Example
<b>TriEq</b>	(Equilateral) triangle	Easier Example
<b>Tri1</b>	Triangle	More Challenging Example
<b>Tri2</b>	Triangle	More Challenging Example
<b>Tri3</b>	Triangle	More Challenging Example
<b>T</b>	Triangle	More Challenging Example
<b>TriO</b>	“Open/fooler” (NOT) triangle	More Challenging Non-Example
<b>TriO2</b>	“Open/fooler” (NOT) triangle	More Challenging Non-Example
<b>TriF</b>	“Fooler” (NOT) triangle	More Challenging Non-Example
<b>FI</b>	“Fooler” (NOT) triangle	More Challenging Non-Example
<b>Cir</b>	Circle	Easier Example
<b>CirF</b>	Oval/“fooler” (NOT) circle	More Challenging Non-Example
<b>Squ1</b>	Square	Easier Example
<b>Squ2</b>	Square	More Challenging Example
<b>Squ3</b>	Square	More Challenging Example
<b>Rec1</b>	Rectangle	Easier Example
<b>Rec2</b>	Rectangle	More Challenging Example
<b>RecO</b>	“Open/fooler” (NOT) rectangle	More Challenging Non-Example
<b>Fool1</b>	“Fooler” (NOT) rectangle or circle	More Challenging Non-Example
<b>Fool2</b>	“Open/fooler” (NOT) rectangle or circle	More Challenging Non-Example
<b>PenRe</b>	(Regular) pentagon	Easier Example
<b>Pen2</b>	Pentagon	More Challenging Example
<b>HexRe</b>	(Regular) hexagon	Easier Example
<b>Hex2</b>	Hexagon	More Challenging Example
<b>OctRe</b>	(Regular) octagon	Easier Example
<b>Rho</b>	Rhombus	Easier Example
<b>Rho2</b>	Rhombus	Easier Example
<b>Trap</b>	Trapezoid	Easier Example
<b>TrapRi</b>	(Right) trapezoid	More Challenging Example
<b>TrapRi2</b>	(Right) trapezoid	More Challenging Example
<b>Par1</b>	Parallelogram	Easier Example
<b>Par2</b>	Parallelogram	Easier Example
<b>Par3</b>	Parallelogram	Easier Example
<b>Kite</b>	Kite/parallelogram	More Challenging Example
<b>Quad1</b>	Quadrilateral/“fooler” (NOT) triangle	More Challenging
<b>Quad2</b>	Quadrilateral	More Challenging Example

A fooler shape looks like the shape but IS NOT the shape.