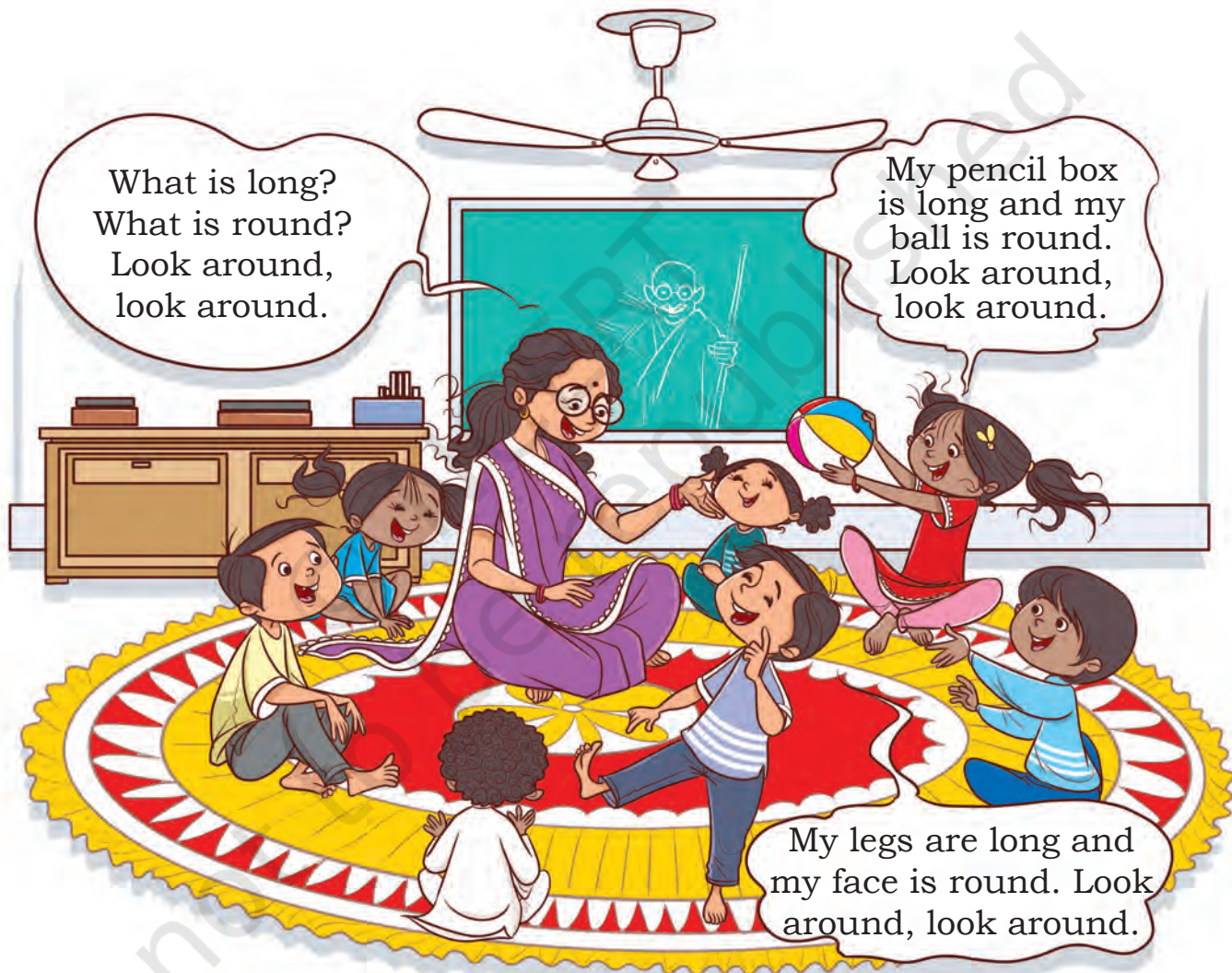


What is Long? What is Round?

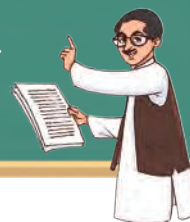


Look Around

Vidya didi asked all the children to sit in a circle.



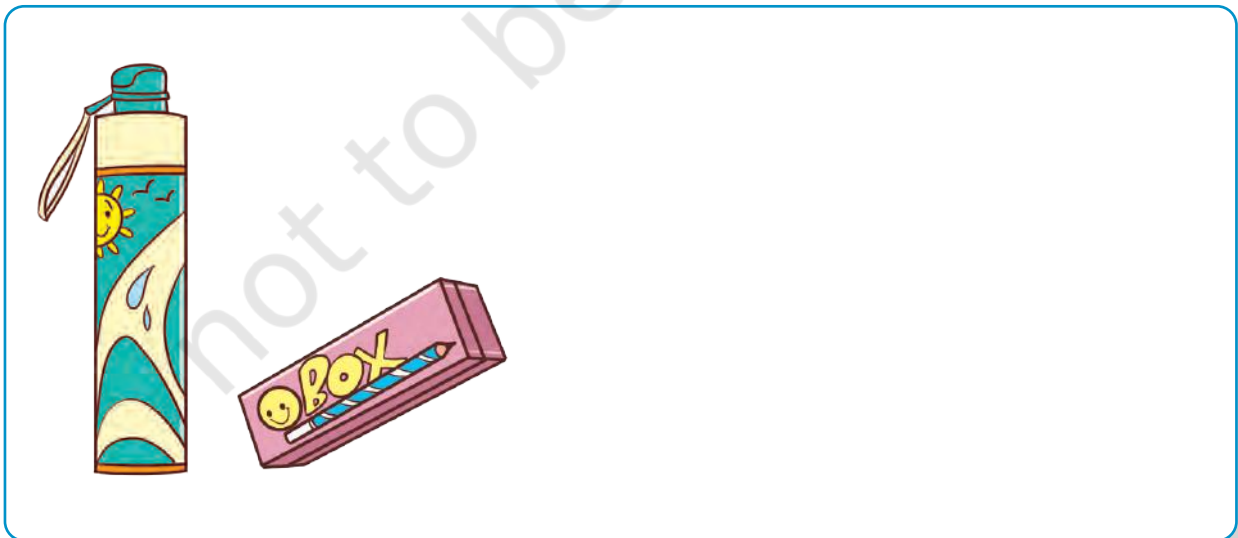
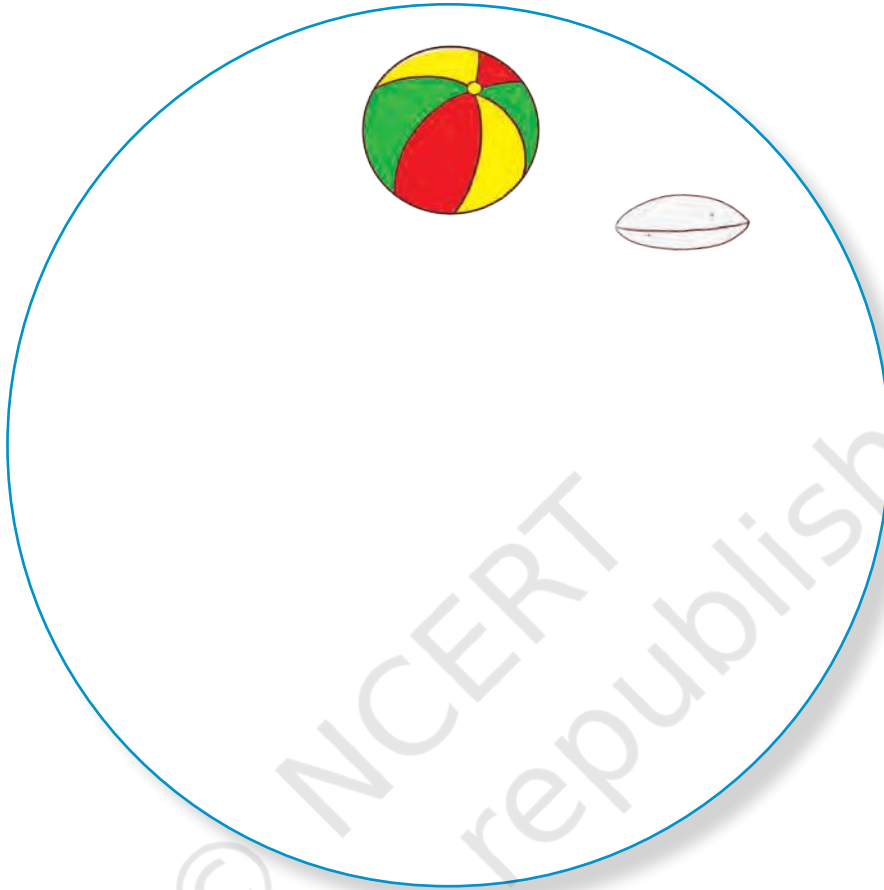
Ask children to play this game in the class. Let the children name two things — one long and one round. Every time, they can take the name of a new thing and avoid repetition. For long objects, children may focus on one dimension like tall, wide, etc. For example, some may say a tumbler is long whereas for some others, it may be round. Both views need to be considered. Let children explain their logic of saying so.



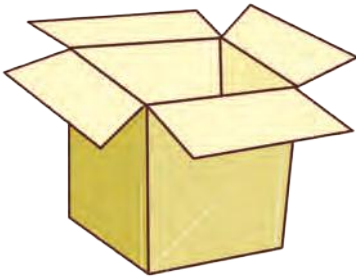
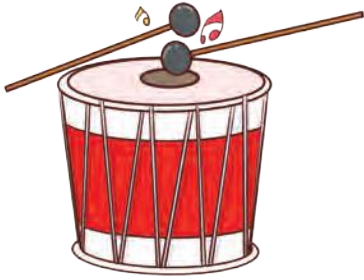


Think and Do

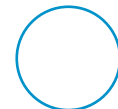
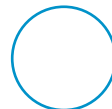
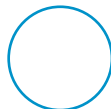
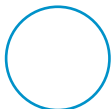
A. Draw round objects in  and long objects in .



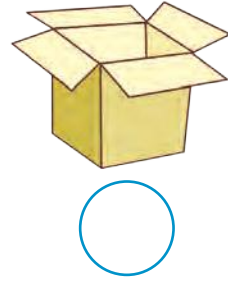
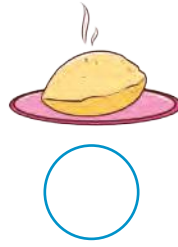
B. Match the objects which are similar in shape.



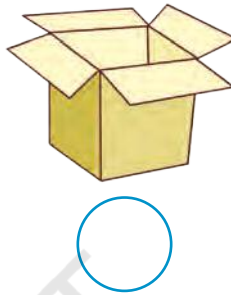
C. Tick the shape which is similar to ball .



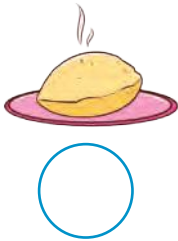
D. Tick the shape which is similar to cap .



E. Tick the shape which is similar to glass .



F. Tick the shape which is similar to matchbox .



Let us Do

Make a house, toy, tower, robot, bus or anything you like using different objects in your surroundings. You can also use notebooks, books, pencil box, water bottle, waste or old boxes, birthday caps, funnels, etc.

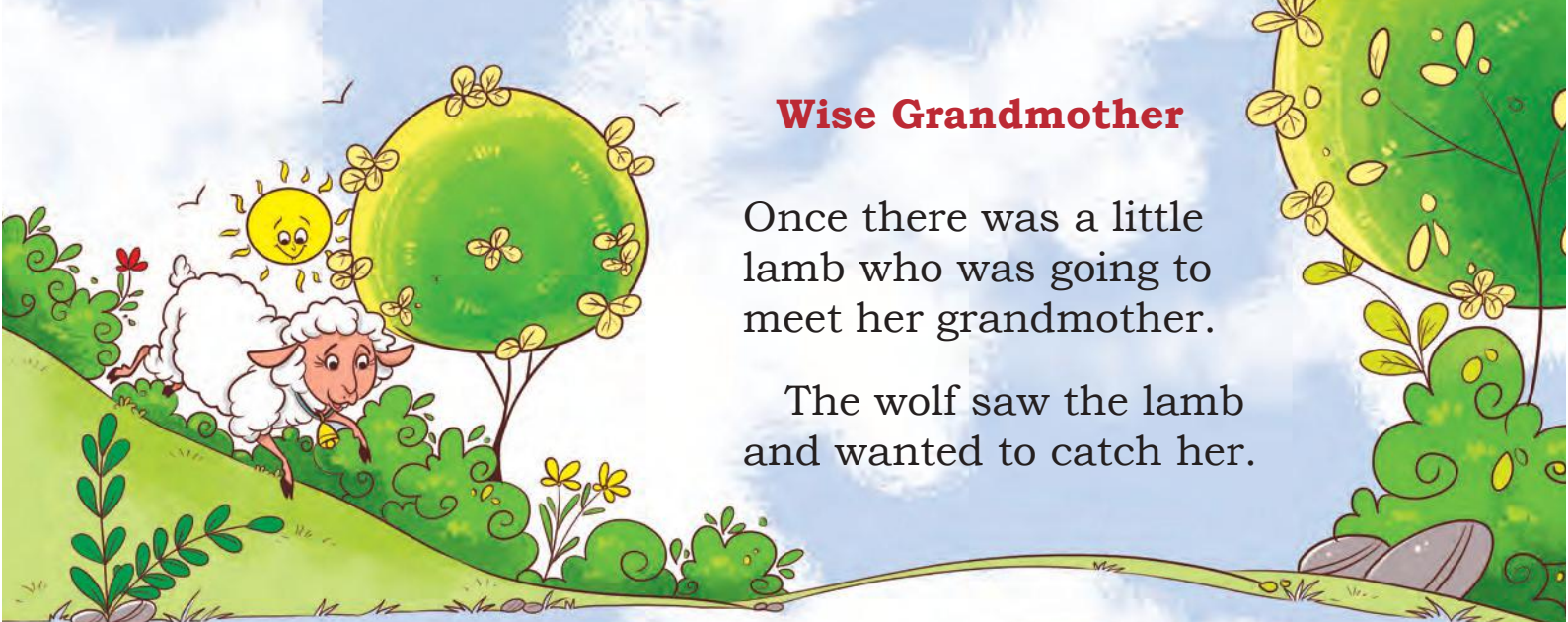
Divide the children in four groups. Give one shape to each group and ask children to bring two different used or waste objects similar to that shape. Display all the collected things in the classroom and let children share their things and the reason why they choose those particular things.



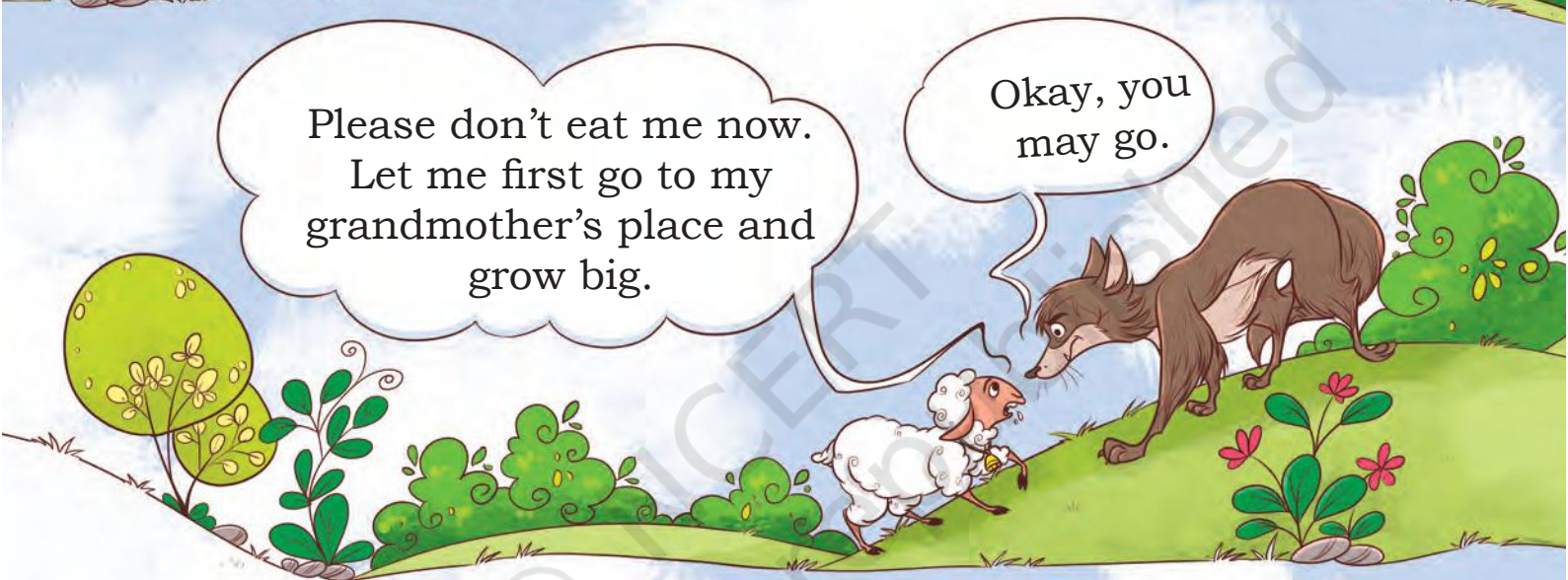
Wise Grandmother

Once there was a little lamb who was going to meet her grandmother.

The wolf saw the lamb and wanted to catch her.



Please don't eat me now.
Let me first go to my
grandmother's place and
grow big.



Okay, you
may go.

The lamb told everything about the wolf to her grandmother.

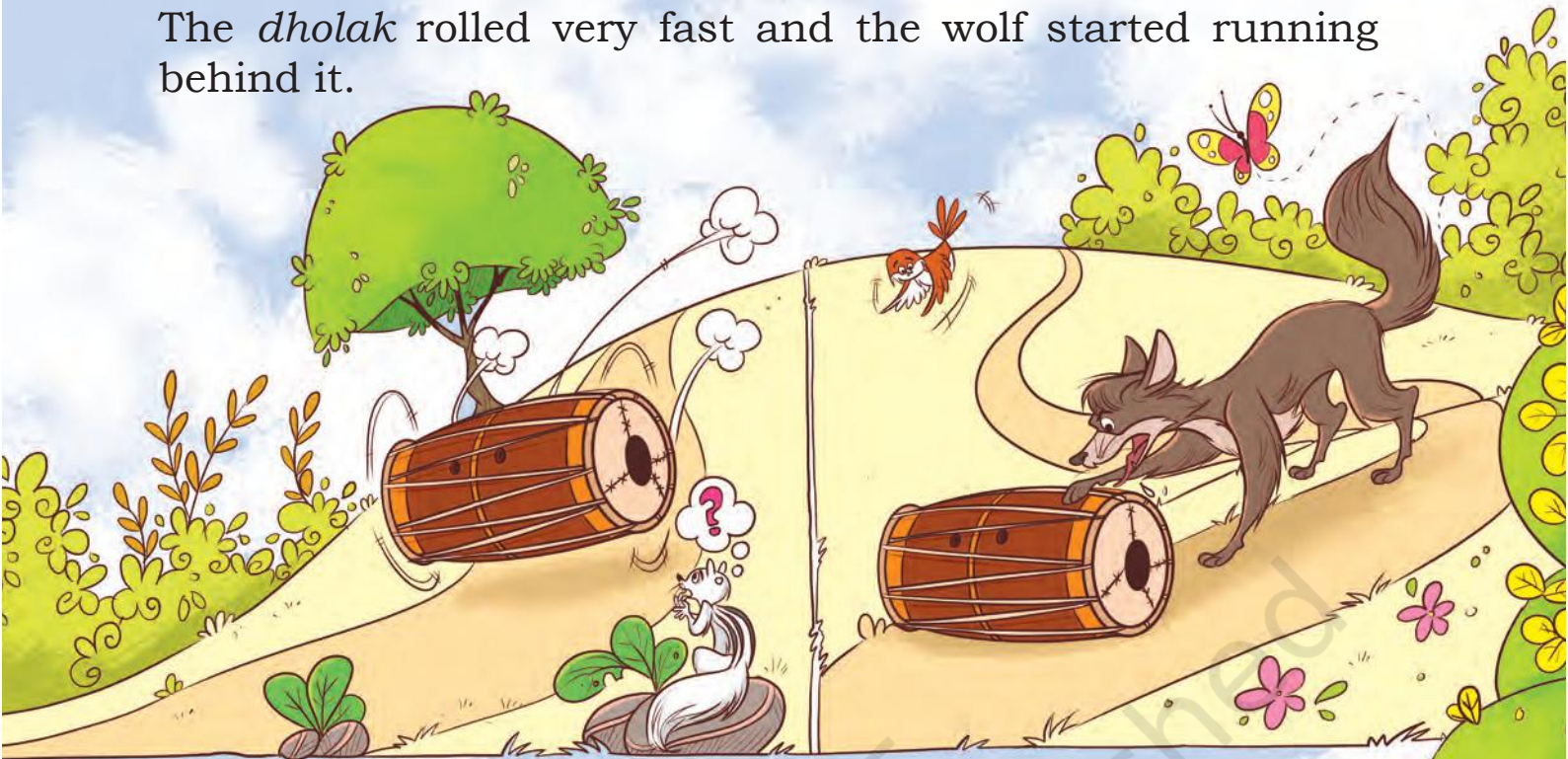
The grandmother got an idea and put the lamb into a *dholak* and rolled it back to her house.



Read aloud the story and ask children to enact it.



The *dholak* rolled very fast and the wolf started running behind it.



The wolf could not catch the lamb and she reached home safely.



Let children reason out why the *dholak* rolled. Arrange a discussion about its shape and the sloppy/inclined surface from the jungle to the lamb's house.





Let us Slide

Children are playing carrom as shown below. You can also play and see how a striker slides to reach the corner.



A. Write **'R'** for rolling objects and **'S'** for sliding objects in the given in the below picture.



- B. Collect different objects from your surroundings and see if they roll or slide.
- C. Do you see things which can do both, roll and slide? If yes, discuss in the class.

Ask children to tell about different objects in their house or school which roll as well as slide. Also discuss which features of the objects help them to roll or slide on a plain surface.













Think and Do

Find whether the following objects roll, slide or do both.

Put ✓ or ✗

Object	Rolls	Slides	Rolls as well as slides
			
			
			
			
			
			
			
			



Project Work

- Collect cardboard boxes like shoe boxes, empty food boxes, fruit boxes, etc. Make a slit on front of the box and draw eyes, mouth and nose, make a puppet with help of your parent or teacher and play with it. Make puppets from your favourite stories and do a puppet show in your classroom.
- Make towers with different objects. Find which shape of objects make taller and stable towers.
- Create different shapes and objects by using clay.

