



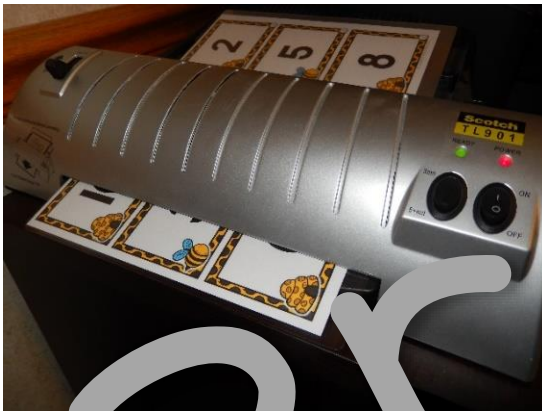
Kindergarten GEOMETRY Math Centers

20 differentiated centers
for all 6 Kindergarten
Geometry CCSS

table of contents

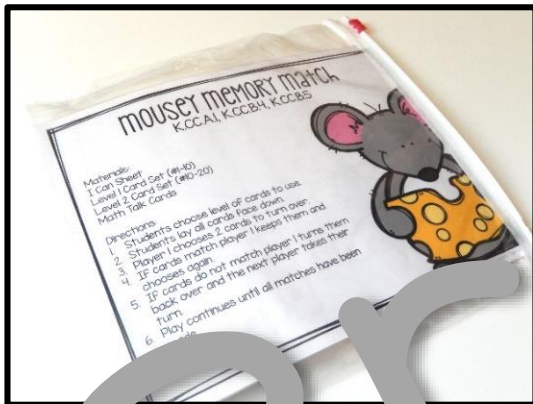
Center Prep/Organization Tips.....	pgs. 3-4
How to Use this Product.....	pgs. 5-7
Center Rotation Labels.....	pgs. 8-14
1. Make it Mardi Gras (K.G.A.2, K.G.B.5).....	pgs. 15-34
2. Super Shapes 2D (K.G.A.2, K.G.B.5).....	pgs. 35-41
3. Super Shapes 3D (K.G.A.2, K.G.B.5).....	pgs. 42-47
4. Splash Party Shapes 2D (K.G.A.2, K.G.B.5).....	pgs. 48-53
5. Splash Party Shapes 3D (K.G.A.2, K.G.B.5).....	pgs. 54-59
6. Rolling Road Trip 2D (K.G.A.2, K.G.B.5).....	pgs. 60-65
7. Rolling Road Trip 3D (K.G.A.2, K.G.B.5).....	pgs. 66-71
8. Superstar Sorting 2D (K.G.A.2, K.G.B.5).....	pgs. 72-80
9. Superstar Sorting 3D (K.G.A.2, K.G.B.5).....	pgs. 81-89
10. Big City Bingo 2D (K.G.A.2).....	pgs. 90-108
11. Big City Bingo 3D (K.G.A.2).....	pgs. 109-127
12. Find it Farm (K.G.A.1).....	pgs. 128-135
13. Sorting School (K.G.A.3, K.G.B.5).....	pgs. 136-150
14. Descriptive Dragonflies (K.G.A.2, K.G.B.4).....	pgs. 151-165
15. Bear Builders (K.G.B.6).....	pgs. 166-180
16. Sleepy Shapes (K.G.B.4, K.G.B.5).....	pgs. 181-205
17. Cool Comparisons (K.G.B.4).....	pgs. 206-212
18. Royal Shapeland (K.G.A.2).....	pgs. 213-218
19. Monster Memory 2D (K.G.A.2).....	pgs. 219-225
20. Monster Memory 3D (K.G.A.2).....	pgs. 226-232

CENTER PREP TIPS



1. Print the center rotation labels, teacher info sheets, "I can..." pages, math talk cards and response sheets on regular white paper.
2. Print all game cards, boards, and spinners on white cardstock.
3. Laminate center rotation labels, teacher info sheets, "I can..." pages, center pieces, and math talk cards.
4. Cut out all center rotation labels, cards, spinners, game pieces, and math talk cards.

ORGANIZATION TIPS



1. Use large binder clips to keep each set of game cards separated by level.
2. Use gallon storage bags to store all of the pages and parts for each center.
3. Use a 15 qt storage container to hold all of the centers.
4. Print the cover image (shrink to size you need) and tape inside front of the storage container.



how to use this PRODUCT

MOUSEY MEMORY match

K.CC.A.1, K.CC.B.4, K.CC.B.5

Materials:

I Can Sheet
Level 1 Card Set (#1-10)
Level 2 Card Set (#10-20)
Math Talk Cards

Directions:

1. Students choose level of cards to use.
2. Students lay all cards face down.
3. Player 1 chooses 2 cards to turn over.
4. If cards match player 1 keeps them and chooses again.
5. If cards do not match player 1 turns them back over and the next player takes their turn.
6. Play continues until all matches have been made.





Teacher Info Sheet:

This page serves as a label for organizing centers as well as lists all information for center set up. It includes the Common Core State Standards addressed, a list of necessary materials, and directions to reference when introducing the center to students.

"I Can..." Student Direction Page

This page serves as a direction page for students. Include this with all center materials for students to reference. It is a helpful visual reminder as well as a great tool for any parent helper, aides, or other volunteers in your classroom that may work with students during center time. Common Core State Standards addressed are also listed in light gray in the bottom corner.

I Can... MOUSEY MEMORY match

Choose level of cards to use. **LEVEL 1**  OR **LEVEL 2** 


Lay all cards face down.

Player 1 chooses 2 cards to turn over:

?


?

If cards match, keep them and choose again.



4

If cards do not match turn them back over for next player to take their turn.

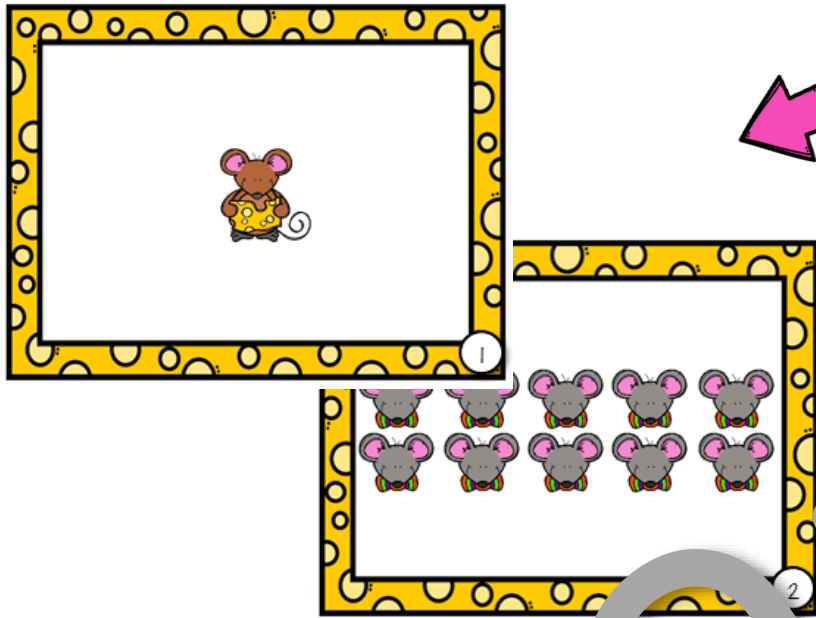


4

Play continues until all matches have been made. Player with the most matches wins!

K.CC.A.1, K.CC.B.4, K.CC.B.5

how to use this PRODUCT

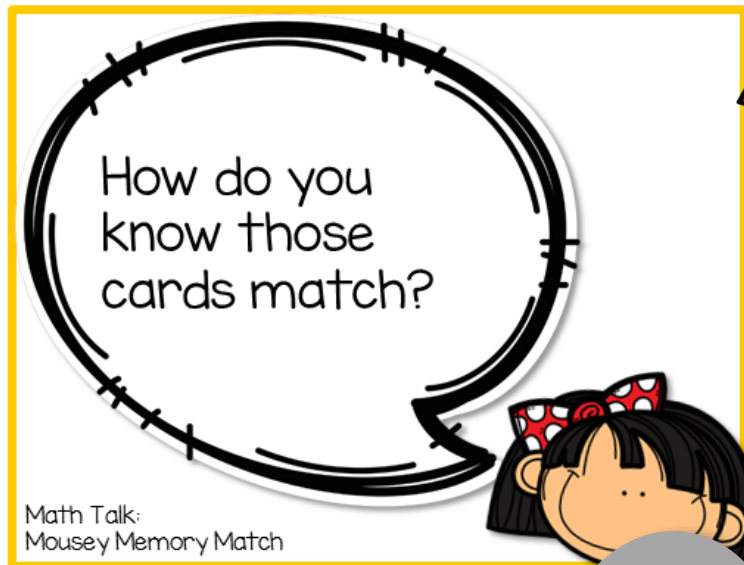


Differentiated Materials:
Each center includes 2 or 3 options for differentiation. For the centers that include cards and/or game boards, these cards are labeled with a 1, 2, or 3 to easily identify the level of difficulty, with 1 being the easiest, and 3 being the hardest.

Differentiated Response Pages

Many of the centers include response pages that can be used to record student work. These pages are black and white for easy copying. The response sheets are open ended to use for each level of differentiation, or there are separate sheets for each level. If there are multiple response sheets, they are labeled with 1, 2, or 3 just like the other center materials for easy identification.

how to use this PRODUCT



Math Talk Cards:

These cards serve as a prompt for student discussion during center time. Each center has a prompt card specific to that center. Each card is labeled with the center it belongs to. These cards are also a great tool for any parent helpers, aides, or other volunteers in your classroom that may work with students during center time.

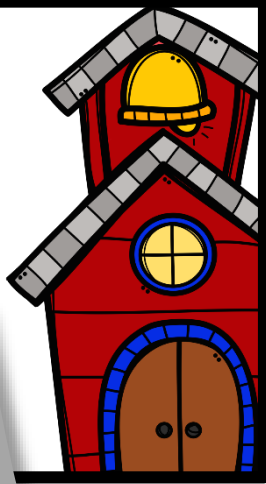
Pocket Chart Rotation Labels

If you post a visual for students during center rotations, use these cards as labels for each center. Post in pocket chart or on a board. You can then add cards with student names next to each center. If students choose their own centers they can easily see what each center is.



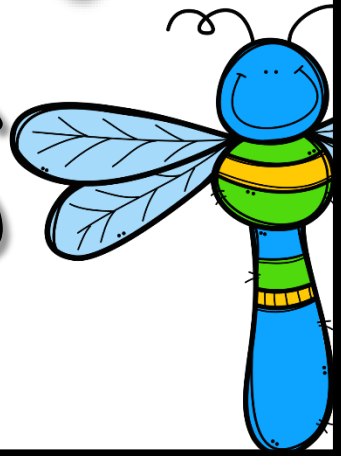
SORTING SCHOOL 2d OR 3d

K.G.A.3, K.G.B.5



descriptive dragonflies

K.G.A.2, K.G.B.4



bear builders

K.G.B.6



big City biNGO 2d

K.G.A.2

Materials:

I Can Sheet

Level 1 Bingo Sheets/Call cards

Level 2 Bingo Sheets/Call cards

Dry Erase Markers or Counters

Math Talk Cards

Directions:

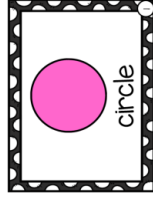
1. Students choose level of sheets/cards to use.
2. Students each choose a bingo sheet.
3. One student flips a call card and names the shape.
4. Both students find an object that is that shape on their sheet and marks it with an X (if sheets are laminated) or uses a counter to cover it.
5. Play continues until one student has 5 in a row and shouts "BINGO!"



Dr. City bINGO ZD

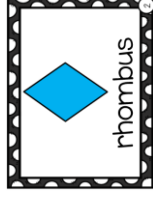
Dr. City bINGO ZD

LEVEL 1



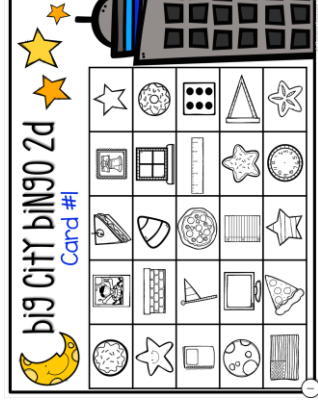
OR

LEVEL 2

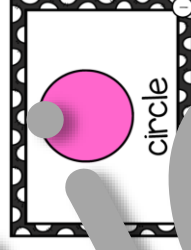


Choose level of sheets/cards to use.

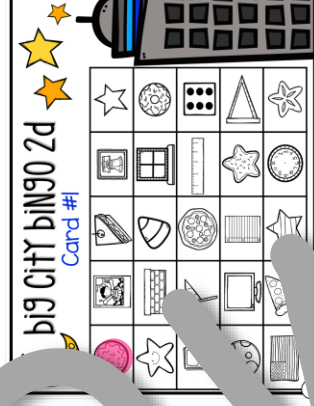
Each player chooses a bingo sheet:



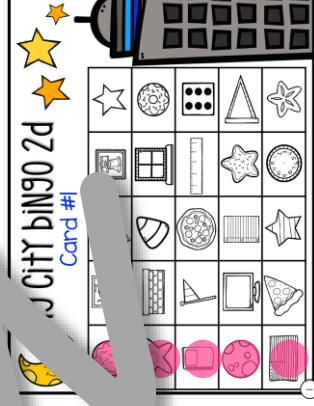
Player 1 flips a call card and names the shape.



Both players find an object that is the same shape on their sheet and mark it.



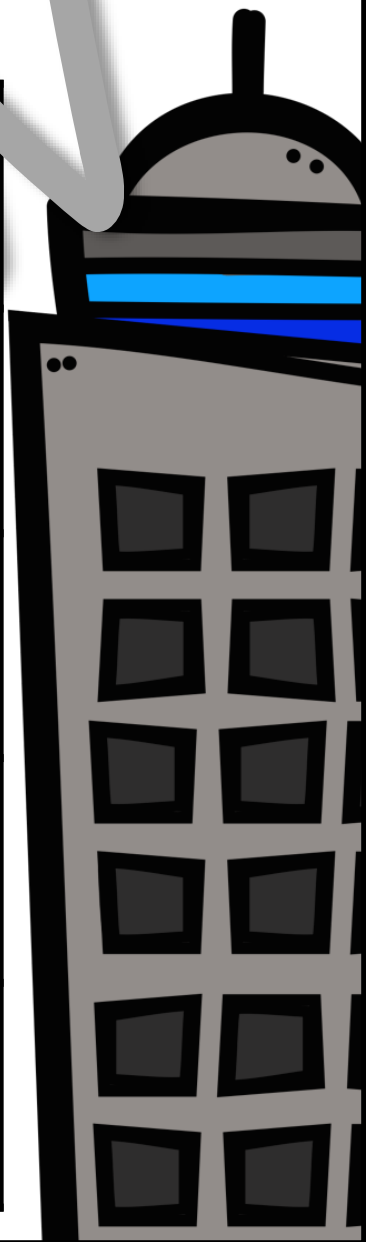
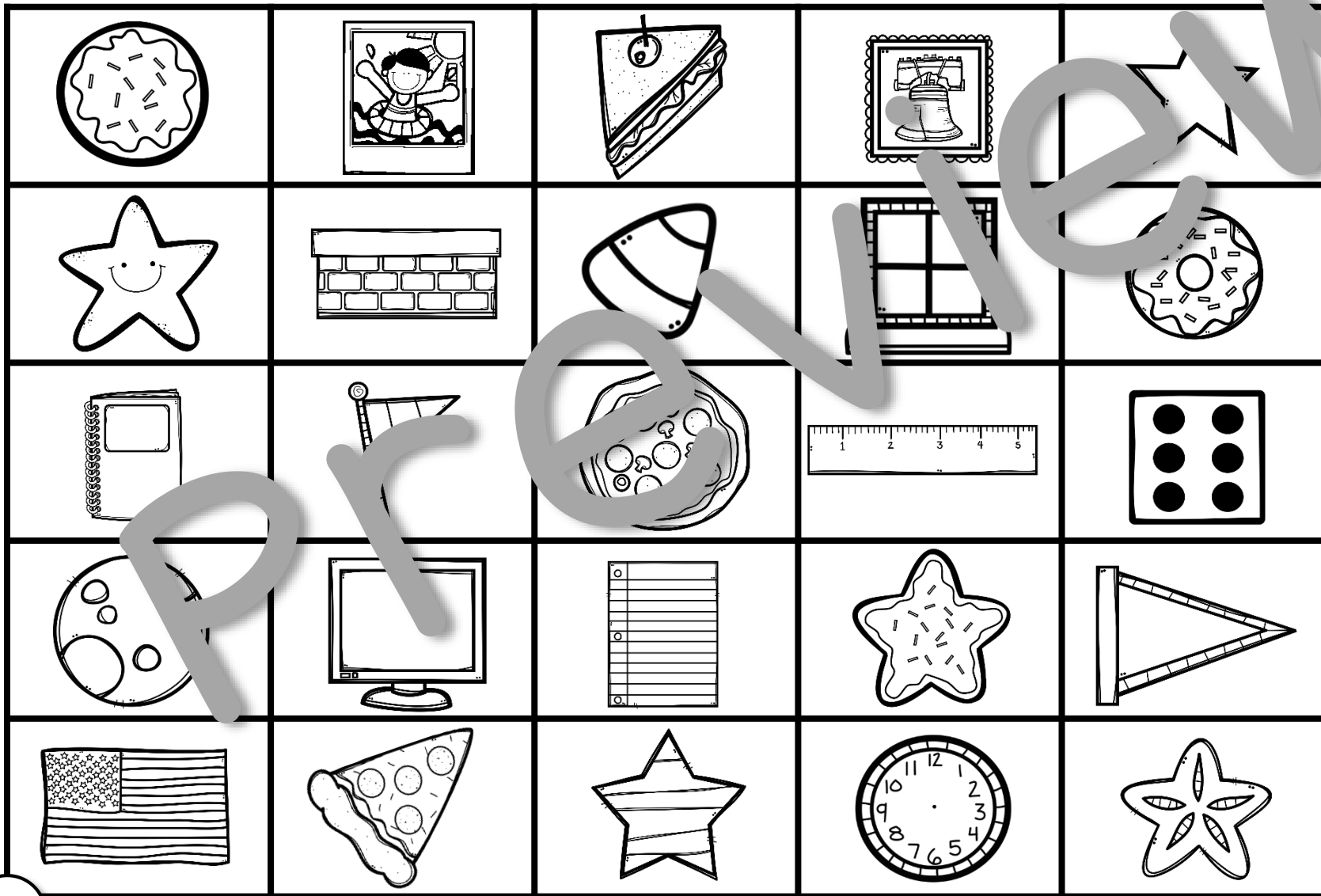
Play continues until one student has 5 in a row and shouts "BINGO!"





big City biNGO 2d

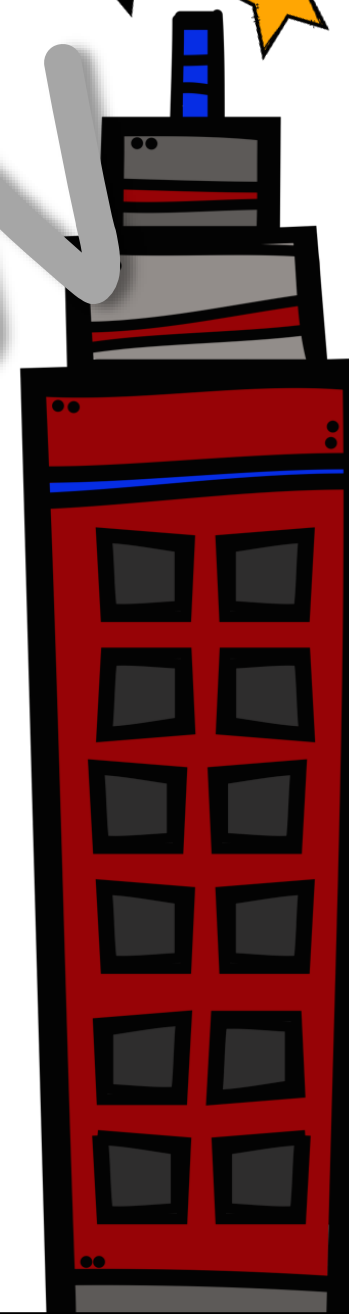
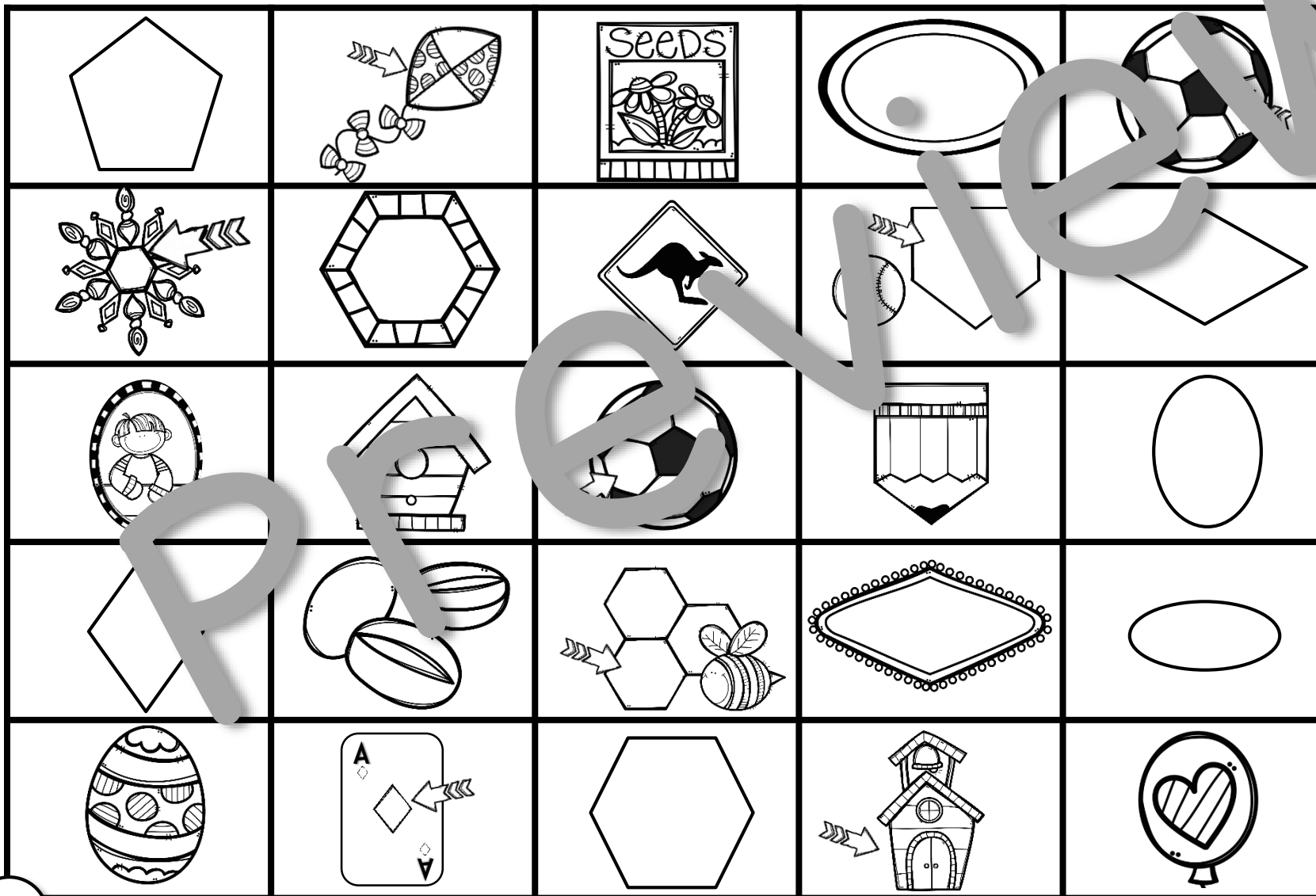
Card #1





big City biNGO 2d

Card #2



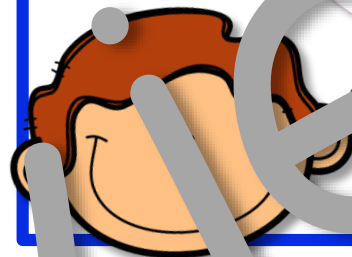
I know this is a
_____ because...

Math Talk:
Big City Bingo 2D



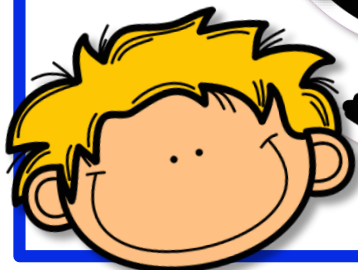
This shape has
_____ sides.

Math Talk:
Big City Bingo 2D



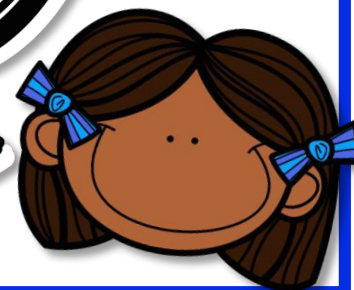
This shape has
_____ corners.

Math Talk:
Big City Bingo 2D



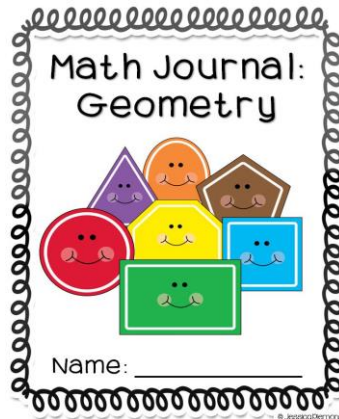
I need a _____
to get bingo.

Math Talk:
Big City Bingo 2D

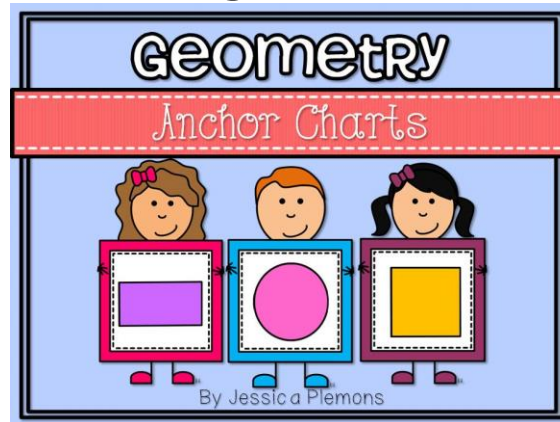


MORE PRODUCTS YOU MAY LIKE:

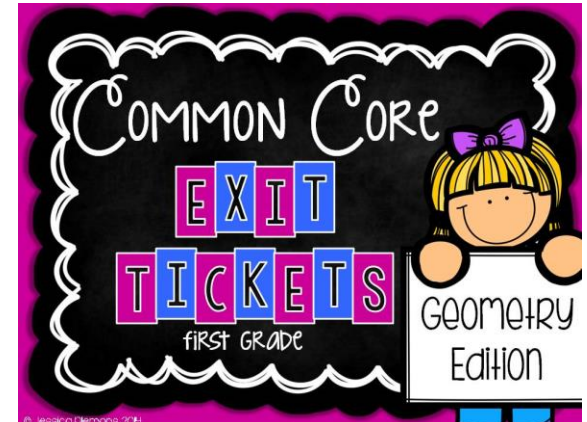
Geometry Resources



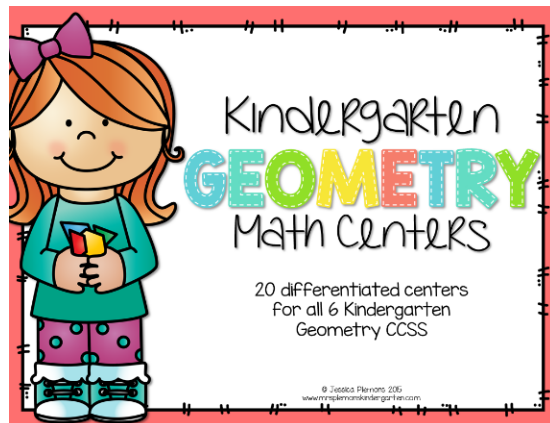
Math Journals:
Geometry



Anchor Charts:
Geometry



Exit Tickets: 1st Grade
Geometry



Math Centers:
Geometry



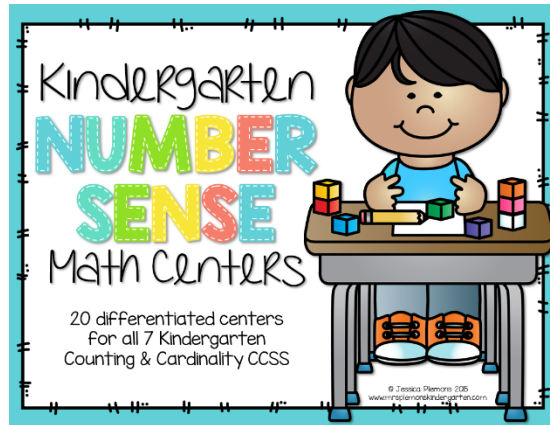
Exit Tickets: Kinder
Geometry



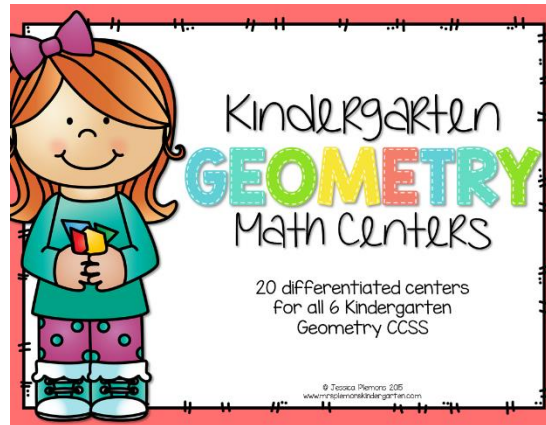
Exit Tickets: 2nd Grade
Geometry

MORE PRODUCTS YOU MAY LIKE:

Math Centers



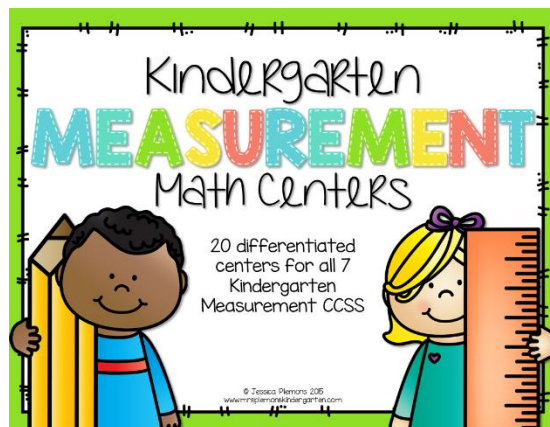
Number Sense



Geometry



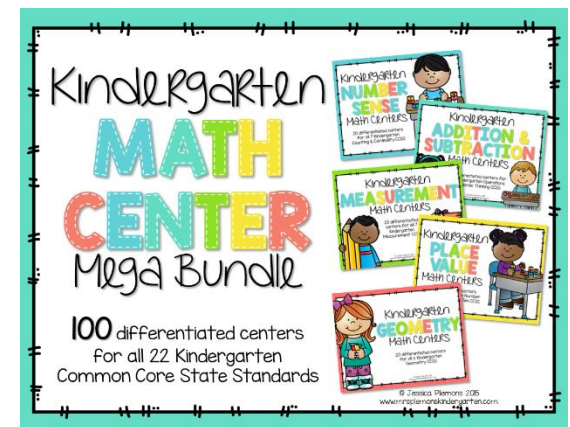
Addition & Subtraction



Measurement



Place Value



MEGA Bundle



Terms of Use

•Thanks so much for your purchase! I truly appreciate it and hope it is exactly what you were looking for! Feel free to contact me with questions or concerns.

•This product is for single classroom use only. Please do not share it with others, instead send them to my store or purchase an additional license through TPT.

•All pages of this product are copyrighted. Please do not copy change or distribute part or all of this product in any way.

Let's connect

Click the icons below for more products, freebies and ideas for your classroom!



Visit my blog here:

mrsplemonskindergarten.com

Fonts & Graphics

Thank you to all of these wonderful artists for creating the fonts and graphics used in this product!



{Click on the buttons to visit their stores}