Geometry Riddle Flip Books

Designed to meet these objectives:

Math

- Students will identify and classify 2-D and 3-D shapes.
- Students will understand the properties and attributes of geometric shapes.
- Students will understand the relationship between 2-D and 3-D shapes.
- Students will recognize and understand geometry terms.
- Students will identify vertices, angles, and faces.

These Geometry Riddle Flip Books are a fantastic way for students to get hands-on practice identifying a wide range of geometric shapes! The set includes four different flip books—two with riddles that focus on 2-D shapes, and two that focus on 3-D shapes. Each flip book features 10 different shapes and one riddle for each shape.

Students simply read each riddle, then use the handy shape bank along the bottom to help them determine which shape they think it is. Then, students can self-check their answer simply by flipping the question card over—the answer is right on the back!

Each riddle has three clues, decreasing in difficulty from hardest to easiest. Challenge your students to solve each riddle with as few clues as they can!

Using the Flip Books

• The Geometry Riddle Flip Books can be set out in a learning center for students to use for independent practice. During free time, or after they have completed their other work, students can pick up the flip books and try to answer the riddles.

• The flip books can be used to play a fun geometry game! The game can be played by individual students in a small-group setting, or by dividing the whole class up into several teams. Keeping in mind that the clues for each riddle go from hardest to easiest, start by asking the players or teams the first clue of each riddle. If they guess the right shape from that clue, they get 5 points. Correct answers after the second clue get 3 points, and answers after the final clue get 1 point. The player or team with the highest score after 10 riddles wins!