

Shapes To Do

Lesson 6

Score

Activity 1

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 6 Activity 1 Shapes to Do**.
3. Insert shapes in the table with their names in the first column and resize the shapes to fit them on the table.
4. Save the activity as **Shapes to Do**.

Preview:

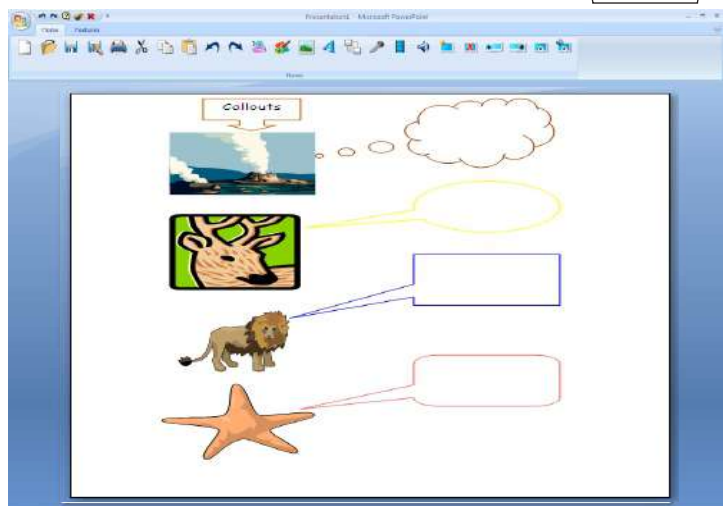
Shapes	Geometry						Totals
triangle							
Square							
rectangle							
pentagon							
cylinder							
cube							
octagon							
heart							
callouts							

Activity 2

Directions:

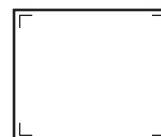
1. Launch **MaxWrite**.
2. Open and perform **Lesson 6 Activity 2 The Callouts**.
3. Identify the names of objects in the callouts. Research simple facts about each object and type the facts. Use the Encarta Kids for your research.
4. Save the activity as **The Callouts**.

Preview:



Shapes in Color

Lesson 6



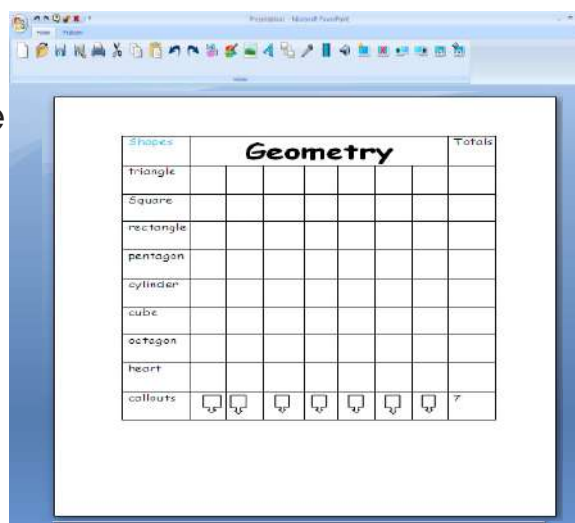
Score

Activity 3

Directions:

1. Launch **MaxWrite**.
2. Open the activity that you have saved as Activity 1 **Shapes to Do**.
3. Follow the steps on how to color the shape line and the shape itself.
4. Do the following:
 - a. Assign any color of the shape lines of triangle, rectangle, cylinder, and octagon.
 - b. Color the remaining shapes with your preferred colors.
 - c. Perform the steps of changing the shapes' outlines.
5. Save the activity as **Colored Shapes**.

Preview:

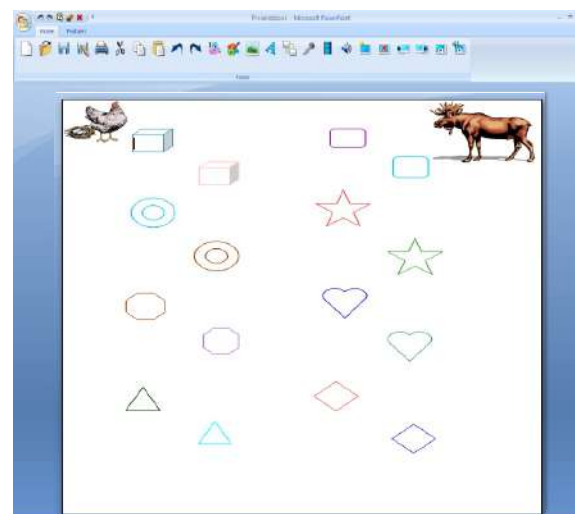


Activity 4

Directions:

1. Launch **MaxWrite**.
2. Open and perform **Lesson 6 Activity 4 Set Shapes**.
3. Do the following:
 - a. Align the first set of shapes to the left.
 - b. Align the second set of shapes to the top.
 - c. Flip all the shapes vertically and horizontally.
 - d. Rotate the shapes to the right and to the left.
 - e. Resize the shapes into bigger.
4. Save the activity as **Set Shapes**.

Preview:



Score