LESSON PLAN GUIDE

PictureBook English Reading Series

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Category	Vocabulary	Title	B17 – Fun with Shapes in Art
Ages	4–8	Theme	2D and 3D Shape Words

INTRODUCTION OF THE BOOK

Building on Book 16's focus on numbers, this book expands children's mathematical vocabulary into the world of shapes. Children will learn and practise common 2D shapes — square, rectangle, triangle, and circle — as well as 3D shapes including cube, pyramid, cylinder, cone, and sphere.

Some of these shape words can be challenging for young ESL learners, so the book connects each shape to familiar real-life objects and includes hands-on art activities to make the vocabulary stick. By combining shape recognition with creative craft and Mondrian-style artwork, this book makes maths vocabulary genuinely fun to explore.

LEARNING OBJECTIVES

Children will be able to:

- Name and recognise four common 2D shapes in English — square, rectangle, triangle, and circle
- Name and recognise five common 3D shapes — cube, pyramid, cylinder, cone, and sphere
- Connect shapes to familiar real-life objects
- Describe objects using the pattern 'That is in the shape of ~'
- Identify which 2D shapes make up each 3D shape
- Create 3D shapes from flat paper templates

LEARNING ACTIVITIES

1. **Spot shapes in everyday life**

   Before opening the book, encourage your child to look at objects around them and notice their shapes. Ask: 'Which objects share the same shape?' This simple observation activity helps children understand that everything has a shape, building familiarity with the concept before they see the vocabulary in print.

2. **Learn 2D shapes with art**

   The first half of the book focuses on four basic 2D shapes — square, rectangle, triangle, and circle. Each shape is paired with two real-life examples and a Mondrian-style artwork for simple memory games. After each memory game, point to different objects and ask your child to describe them using the pattern: 'That is in the shape of ~.' This reinforces the new vocabulary in a natural, conversational way.

3. **Move on to 3D shapes**

The second half of the book introduces 3D shapes. As you explore each one, ask your child which 2D shapes come together to form it. For example: 'Which shapes make a cube?' — 'A cube is made of six squares or rectangles.' This approach reinforces 2D vocabulary while helping children understand how 3D shapes are formed, building both language and mathematical thinking at the same time.

4. **Build your own 3D shapes**

   At the end of each shape page, there is a flat template called a net. Encourage your child to copy it onto paper, cut it out, then fold and glue it to create their own 3D shape. They can also paint and decorate their creation to make it unique. This hands-on craft activity makes abstract shape concepts concrete and memorable.

FOLLOW-UP ACTIVITIES

Go on a shape hunt around your home or neighbourhood. Ask your child to find one real-life example of each shape — both 2D and 3D — and describe it using 'That is in the shape of ~.' For an extra challenge, ask them to find an object that combines more than one shape and describe how the shapes fit together.

Try the fun online learning activities for this book on our website!

Click here to try the online learning activities

TEACHER'S NOTES & TIPS

3D shape names like cylinder, pyramid, and sphere are genuinely challenging words for young learners — even in their first language. The most effective strategy is to connect each word to a familiar object immediately and repeatedly: a cylinder is like a tin can, a sphere is like a ball, a pyramid is like the ones in Egypt. The net-building activity is particularly valuable because children remember vocabulary they have physically made. Display the finished shapes somewhere visible so children can refer to them throughout the unit.