



Scope Overview: Two- and Three-Dimensional Figures

Standards

3.6A Classify and sort two- and three-dimensional figures, including cones, cylinders, spheres, triangular and rectangular prisms, and cubes, based on attributes using formal geometric language.

3.6B Use attributes to recognize rhombuses, parallelograms, trapezoids, rectangles, and squares as examples of quadrilaterals and draw examples of quadrilaterals that do not belong to any of these subcategories.

Explain

- Picture Vocabulary
- Show What You Know
- My Math Thoughts

Engage

- Accessing Prior Knowledge: Matching Figures
- Foundation Builder: Attributes of Figures
- Hook: Figure Detective

If the APK reveals that students are not ready, move to the Foundation Builder!

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Explore

- Explore 1: Classifying Two-Dimensional Shapes
 - Exit Ticket
 - Show What You Know: Part I
- Explore 2: Three-Dimensional Solids
 - Exit Ticket
 - Show What You Know: Part II

Elaborate

- Fluency Builder
 - Guess My Shape
 - Name That Attribute
- Spiraled Review
 - 3.5E Missing Values
- Math Story: Magnets, Magnets Everywhere
- Problem-Based Task: Building Prisms
- Interactive Practice: Art Gallery Mix-Up
- Career Connections: Painter

Evaluate

- Decide and Defend: Building a Birdhouse
- STAAR-Based Assessment
- Skill Quiz

Intervention

- Small-Group Intervention
- Checkup

Acceleration

- Math Today: 3-D Food
- Create Your Own: Invention

Instructional elements in STEMscopes Mathematics are intended to work together. The elements in the Explain and Elaborate sections can be used to support student learning and provide opportunities to practice while the students are exploring the concept.