

SHADOWS: Sequence Overview

Summary of learning goals

In this task, students explore the relationship between three-dimensional objects and common two-dimensional shapes. They are asked to investigate the shape of shadows cast by different three-dimensional objects. They are also asked to consider different perspectives of a single object and how the shadow shapes may vary.

Australian Curriculum: Mathematics (Year 1)

ACMMG022: Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features.

Summary of lessons

Who is this Sequence for?

This sequence is designed for students in Year 1. The purpose of this task is to look at how 3D objects are composed of 2D shapes. Students must be able to name familiar 2D shapes and 3D objects and have a basic knowledge of the properties of these shapes and objects. Students should be familiar with the language associated with shapes such as sides and corners. They should be familiar with the language of objects, including face, edges and corners.

We value your feedback after these lessons via <link to be advised>

Lesson 1: Shadows

In this task students explore the relationship between three-dimensional objects and common two-dimensional shapes. They investigate and predict the shape of shadows cast by different three-dimensional objects. Students are also asked to consider different perspectives of a single object and how its shadow shapes may vary.

Reflection on this sequence

Rationale

We live in a three-dimensional (3D) world and are constantly interacting with 3D objects. Being able to reason about and work flexibly with these objects is vitally important for everyday life and in many professions. Despite this, much of what happens in the classroom tends to focus on two-dimensional (2D) shapes. Even when 3D objects are used in the classroom they are often in 2D form as images presented on paper. It is critical that students are provided with opportunities to physically interact with and manipulate 3D objects.

This task presents an investigation into the composition of 3D objects. Students explore the shadows of 3D objects to see that all objects are composed of 2D shapes. Isolating and exploring these shadows reveals important properties of the objects, such as their structure and component parts. This builds students' capacity to construct, manipulate and reason more deeply about 3D objects.

reSolve Mathematics is Purposeful

Students' creative and imagination are harnessed in this task as they cast and explore shadows made by 3D objects. Through the shadows, 3D objects are decomposed to 2D shapes, facilitating a parallel exploration into 3D and 2D geometry. Students use objects from their everyday life and look at their shadows to consider how they are constructed. As they predict what shadows might be cast by different objects and then discover the shadow shapes, students' knowledge of and language use in geometry is developed.

reSolve Tasks are Challenging Yet Accessible

This task provides access for all students through common experience. As our world is three-dimensional, students can draw on their lived experience to this investigation. Shadows are also very familiar to students. It is likely that students will all have played games with shadows and explored the shapes of shadows cast by different objects in different orientations.

The task is also one with a low floor and a high ceiling. The 'low floor' of this task can be accessed by simply exploring shadows when manipulating familiar 3D objects. The high ceiling requires students to explore the various shadows that one object can create when in different orientations. This is highlighted by the extending prompt which asks students to consider the minimum number of shapes required to cast all shadows.

reSolve Classrooms Have a Knowledge Building Culture

These activities focus on relating known and tangible concepts (3D objects) with abstract concepts (2D shapes). The task encourages active exploration and teamwork as students work collaboratively to explore the shadows, and concludes with class discussions around the objects and their shadows.