



# Go, Go, Van Gogh!



## Strands:

Number & Operations	
Algebra	
Measurement	X
Geometry	X
Data & Probability	

## Materials:

- Go, Go, Van Gogh playing cards
- Ruler
- Compass
- Protractor
- Angle ruler (find free template online at [http://www.teacher-vision.fen.com/tv/printables/scottforesman/Math\\_6\\_TTT\\_6.pdf](http://www.teacher-vision.fen.com/tv/printables/scottforesman/Math_6_TTT_6.pdf))

## Where?

Outside	
Inside	X
On-line	
On-site	

They say a picture says a thousand words. In this game, players find the true meaning of this famous saying.

### Set-Up:

- Cut out and shuffle the playing cards on the next page.
- Decide who will be the Illustrator and who will be the Describer.

### Describer:

1. Draw a card from the top of the stack.
2. Without showing the image to the Illustrator or saying the name of the image, describe to the Illustrator how to draw the picture using mathematical vocabulary. The Illustrator may use a pencil, ruler, compass, protractor, and angle ruler.
3. The words below can be used to help describe the image on the card.

Similar	Acute	Right
Perpendicular	Obtuse	Scalene
Bisector	Parallel	Isosceles
Equilateral	Polygon	Perimeter
Triangle	Hexagon	Area
Square	Angle	Prism
Rectangle	Segment	Vertex
Parallelogram	Congruent	Midpoint

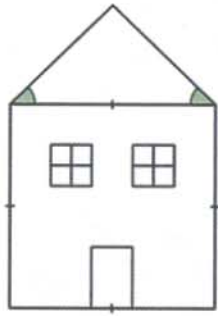
4. The Illustrator's job is to draw or construct the image with as much accuracy as possible. The new image can be larger or smaller than the image on the card, but it must be in the same proportion (similar).
5. Do not interrupt the work of the Illustrator even if the Illustrator is making a mistake.
6. Switch roles and play again!

### Variations:

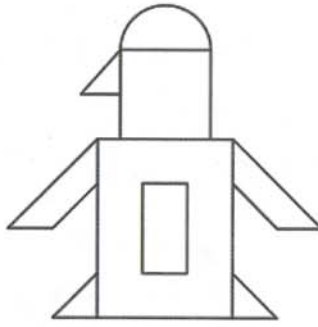
7. Create your own playing cards and add them to the deck.
8. The Illustrator's drawing is hidden until it is finished. Players can sit back-to-back so that the Describer cannot see the Illustrator's work.

### Extensions

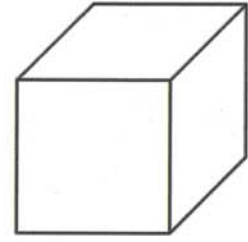
9. As Describer, think about how you described the drawings that the Illustrator was able to create most accurately. What did you say that made it easier for the Illustrator to draw an accurate image?
10. As Illustrator, what descriptions helped you draw the image most accurately? To what did you need to pay attention in order to draw an accurate image?



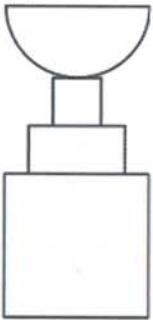
House



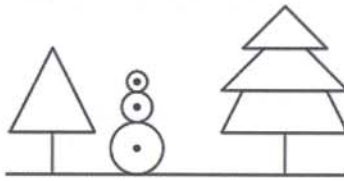
Penguin



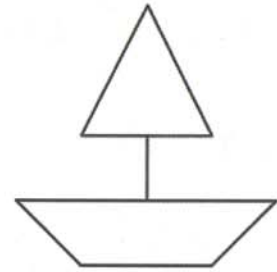
Cube



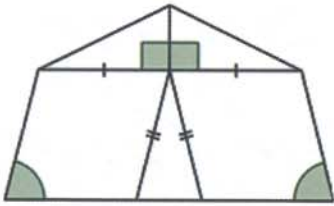
The Stanley Cup



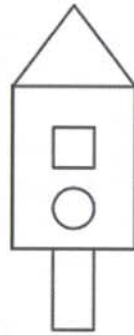
Winter Wonderland



Sailboat



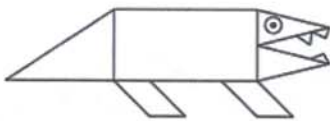
Tent



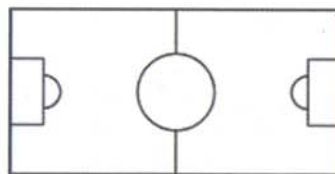
Birdhouse



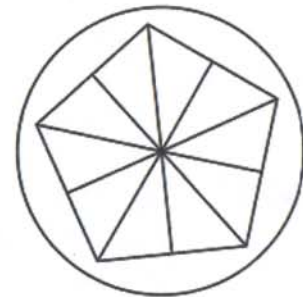
Message



Alligator



Soccer Field



Pizza

Go, Go,  
Van Gogh!



Go, Go,  
Van Gogh!



Go, Go,  
Van Gogh!



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Van Gogh!



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