Taking Shape and Kindergarten Expectations (Ontario 2026) Activities that relate to the Kindergarten Expectations (adjust complexity as needed)		
Assessment • One to One Interview Assessment Task and Observation Guide (p.245, website) • Ongoing Assessment section for each task and Supporting Learners Component (each task) • Assessment for Reporting (specific tasks)		
Section A: Symmetry		
Let's Learn About Symmetry	p. 71	**A9.4** construct two-dimensional pictures and three-dimensional structures with matching halves **A9.6** describe basic spatial relationships and movements, and visualize objects from different perspectives **A9.7** give and follow directions for moving from one location to another
Pattern Block Symmetry Puzzle	p. 83	**A6.5** compose and decompose quantities to 10 **A9.1** identify, sort, and compare the most common two-dimensional shapes, including circle, hexagon, rhombus, and trapezoid
Grid Symmetry Game	p. 92	**A9.4** construct two-dimensional pictures and three-dimensional structures with matching halves **A9.6** describe basic spatial relationships and movements, and visualize objects from different perspectives **A9.7** give and follow directions for moving from one location to another
Symmetry on Grids	p. 89	**A9.4** construct two-dimensional pictures and three-dimensional structures with matching halves **A9.6** describe basic spatial relationships and movements, and visualize objects from different perspectives **A9.7** give and follow directions for moving from one location to another

Section B: Composing, Decomposing and Transforming Two Dimensional Shapes		
Find the Magic (Pentomino) Keys	p. 107	**A9.5** put two-dimensional shapes together to make other shapes, break them into smaller shapes, and put them together in different ways
See it, Build it, Check it-Pattern Blocks	p.117	**A9.3** in structures they have made, identify three-dimensional objects and two-dimensional shapes **A9.6** describe basic spatial relationships and movements, and visualize objects from different perspectives
Hexagon Card Game	p. 121	**A9.1** identify, sort, and compare the most common two-dimensional shapes, including circle, hexagon, rhombus, and trapezoid **A9.3** in structures they have made, identify three-dimensional objects and two-dimensional shapes **A9.5** put two-dimensional shapes together to make other shapes, break them into smaller shapes, and put them together in different ways
Can you Cover It?	p. 130	**A9.5** put two-dimensional shapes together to make other shapes, break them into smaller shapes, and put them together in different ways
Section C: Composing, Decomposing and Transforming Three Dimensional Shapes		
Cube Challenge	p. 149 (3 and 4 cubes)	**A9.2** identify, sort, and compare the most common three-dimensional objects, including cube, sphere, prisms, cone, and pyramid **A9.3** in structures they have made, identify three-dimensional objects and two-dimensional shapes
See it, Build it, Check it, Interlocking Cubes	P168	**A9.6** describe basic spatial relationships and movements, and visualize objects from different perspectives
Section D: Locating, Orienting, Mapping and Coding		
Secret Shape Code	p. 189	**A9.1** identify, sort, and compare the most common two-dimensional shapes including circle, hexagon, rhombus and trapezoid **A9.6** describe basic spatial relationships and movements, and visualize objects from different perspectives

		A9.7 give and follow directions for moving from one location to another
What did you Make?	p.193	**A9.6** describe basic spatial relationships and movements, and visualize objects from different perspectives **A9.7** give and follow directions for moving from one location to another
Pathway Moves	p.196	**A9.7** give and follow directions for moving from one location to another
Our Indoor Playground	(on website)	**A9.7** give and follow directions for moving from one location to another
Section E: Perspective Taking		
Crazy Creatures	p. 235	**A9.3** in structures they have made, identify three-dimensional objects and two-dimensional shapes **A9.6** describe basic spatial relationships and movements, and visualize objects from different perspectives

Kindergarten Expectation (Ontario 2026)	Activity Name	Page
Assessment	• One to One Interview Assessment Task and Observation Guide • Ongoing Assessment section for each task and Supporting Learners Component • Assessment for Reporting	p.245, website each task specific tasks
A6.2 understand when counting forward, the quantity gets bigger and when counting backward, the quantity gets smaller	• Pathway Coding Game	p. 207
A6.5 compose and decompose quantities to 10	• Pattern Block Symmetry Puzzle	p. 83
A9.1 identify, sort, and compare the most common two-dimensional shapes, including circle, hexagon, rhombus, and trapezoid	• Pattern Block Symmetry Puzzle • Hexagon Card Game • Secret Shape Code	p. 83 p. 121 p. 189
A9.2 identify, sort, and compare the most common three-dimensional objects, including cube, sphere, prisms, cone, and pyramid	• Cube Challenge (3 and 4 cubes)	p. 149
A9.3 in structures they have made, identify three-dimensional objects and two-dimensional shapes	• See it, Build it, Check it - Pattern Blocks • Hexagon Card Game • Cube Challenge (3 and 4 cubes) • Crazy Creatures	p. 117 p. 121 p. 149 p. 235
A9.4 construct two-dimensional pictures and three-dimensional structures with matching halves	• Let's Learn About Symmetry • Grid Symmetry Game • Symmetry on Grids	p. 71 p. 92 p. 89
A9.5 put two-dimensional shapes together to make other shapes, break them into smaller shapes, and put them together in different ways	• Find the Magic (Pentomino) Keys • Hexagon Card Game • Can you Cover It?	p. 107 p. 121 p. 130

A9.6 describe basic spatial relationships and movements, and visualize objects from different perspectives	• Let's Learn About Symmetry • Grid Symmetry Game • Symmetry on Grids • See it, Build it, Check it - Pattern Blocks • See it, Build it, Check it, Interlocking Cubes • Secret Shape Code • What did you Make? • Pathway Coding Game • Crazy Creatures	p. 71 p. 92 p. 89 p. 117 p. 168 p. 189 p. 193 p. 207 p. 235
A9.7 give and follow directions for moving from one location to another	• Let's Learn About Symmetry • Grid Symmetry Game • Symmetry on Grids • Secret Shape Code • What did you Make? • Pathway Moves • Our Indoor Playground, on website • Pathway Coding Game	p. 71 p. 92 p. 89 p. 189 p. 193 p. 196 p. 207
B11.1 use directional and positional language to create and follow instructions involving movement	• Pathway Coding Game • Pathway Moves • Secret Shape Code • Our Indoor Playground, on website • What did you Make? • Grid Symmetry Game • Symmetry on Grids • Let's Learn About Symmetry	p. 207 p. 196 p. 189 p. 193 p. 92 p. 89 p. 71
B11.2 test and refine instructions	• Pathway Coding Game • Grid Symmetry Game • Symmetry on Grids • Secret Shape Code • Pathway Moves	p. 207 p. 92 p. 89 p. 189 p. 196
B11.3 communicate and record step-by-step instructions using symbols, words, or pictures	• Pathway Coding Game • Secret Shape Code • Pathway Moves • Our Indoor Playground	p. 207 p. 189 p. 196 on website