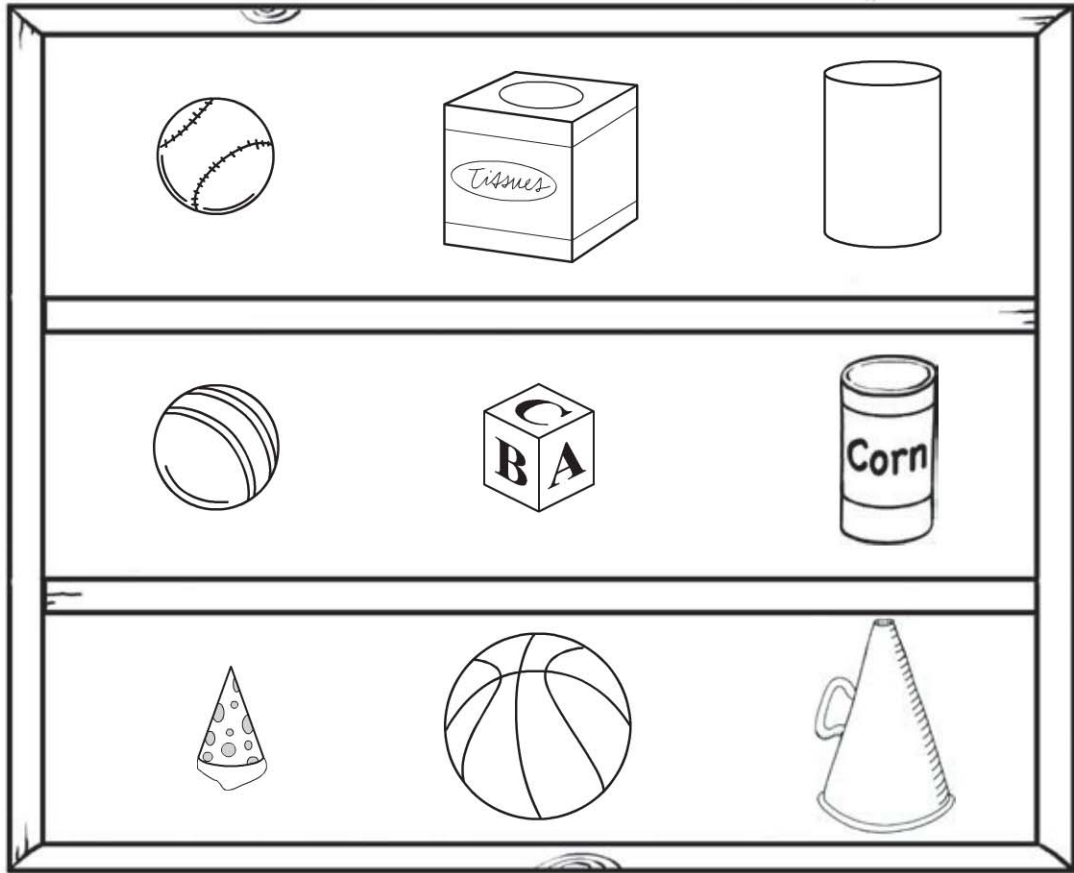


Name \_\_\_\_\_

COMMON CORE STANDARDS CC.K.G.1, CC.K.G.2,  
CC.K.G.3, CC.K.G.4

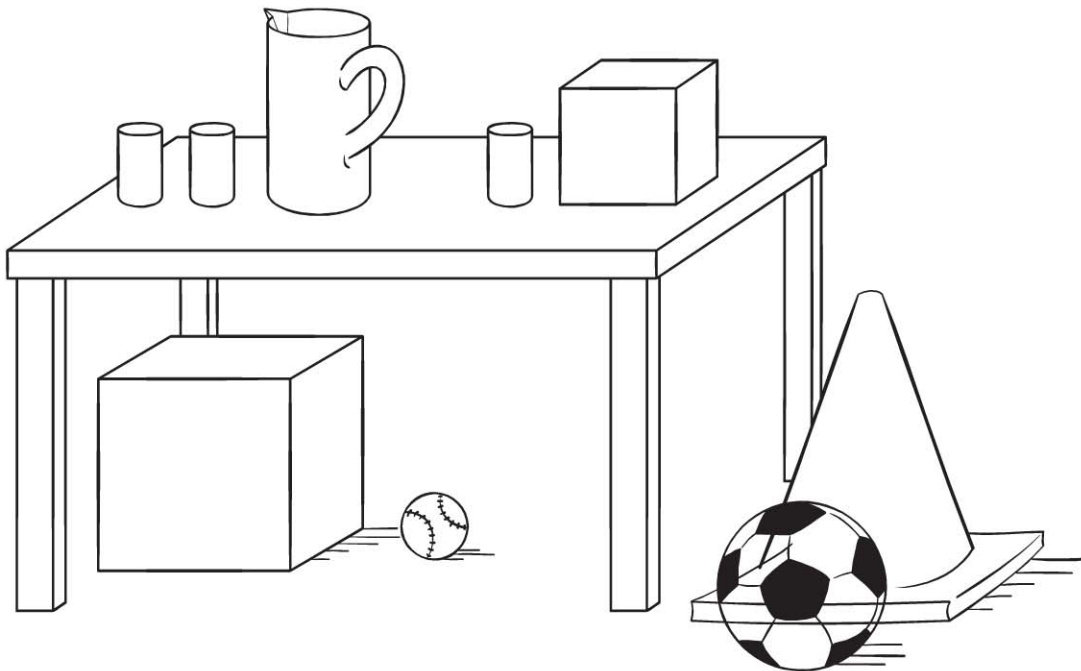
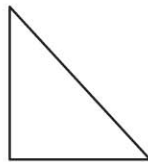
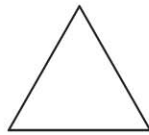
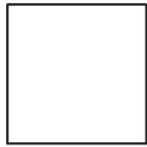
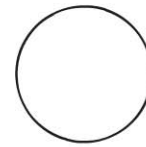
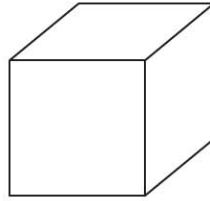
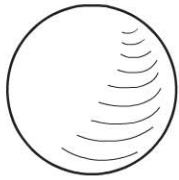
## Chapter 10 Extra Practice

### Lessons 10.1 – 10.5 (pp. 413–432)



- DIRECTIONS**
1. Which shapes do not stack? Mark an X on those shapes.
  2. Identify the objects that are shaped like a sphere. Color those objects. Identify the objects that are shaped like a cube. Circle those objects. Identify the objects that are shaped like a cone. Mark an X on those objects. Identify the objects that are shaped like a cylinder. Draw a line under those objects.

**Lessons 10.6 - 10.9** (pp. 433-448)



**DIRECTIONS** 1. Identify the two-dimensional or flat shapes. Use red to color the flat shapes. Identify the three-dimensional or solid shapes. Use blue to color the solid shapes. 2. Mark an X on the object shaped like a cube that is below the table. Draw a circle around the object shaped like a cylinder that is beside the object shaped like a cube. Color the object shaped like a sphere that is in front of the object shaped like a cone.