

Stretching Shapes on Screen

Elaboration 4 · Dragging corners and watching what changes

ELABORATION FOCUS

Creating regular shapes using digital tools, then describing and observing what happens when the shape is manipulated by dragging a corner, moving it or rotating it.

LEARNING INTENTION I can drag a corner and say what changed about the shape.

Drag

Corner

Rotate

Regular

Change

1

Make a Shape

Step 1: draw a square with the shape tool. Step 2: check all sides are equal.

2

Drag a Corner

Step 3: pull one corner across. Step 4: watch the sides change length.

3

Say What Changed

Step 5: count the sides again. Step 6: name what stayed the same.

MODEL · DRAGGING ONE CORNER OF A SQUARE

Dragging a corner changes the side lengths, but the shape still has 4 sides and 4 corners.



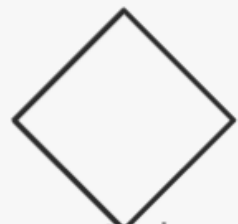
square



dragged



stretched



rotated

Rotating moves the shape. Dragging a corner changes it. Only one of those makes a new shape.

TEACHER MODELLING ROUTINE

I do → We do → You do

WATCH FOR

Thinking a rotated shape has changed, when only a dragged shape really has.

REMEMBER

Say it to students as: "What changed when you dragged it, and what stayed the same?"

MATERIALS

Tablets or laptops, drawing or geometry apps, interactive whiteboard, screenshots.

Teacher note: pair students at one device so they must describe the change out loud before they undo it. The talk matters more here than the tool.