



# MathStart®

Captain Invincible and  
the Space Shapes

Level 2 Ages 6+

3-Dimensional Shapes

## Activity Ideas

**Recognizing and classifying three-dimensional shapes is an important part of geometry.**

Sam—a.k.a. "Captain Invincible"—and his trusty space pooch Comet have their hands and paws full trying to navigate through the universe. Meteor showers, flying saucers, and a "galactic beast" are some of the dangers lurking among the stars. They have to push the right button—the cube, pyramid, cylinder, cone, sphere or rectangular prism—in order to land safely in...Sam's bedroom! Illustrated by Rémy Simard.

- Ask your child or students: "How is the square different from the other shapes in the same row on the instrument panel?" Then discuss the similarities and differences of all the shapes in the square row. Continue by discussing the circle row.
- Have your child or students create their own spaceship using the six shapes found in the story. Shapes can be made out of construction paper, or use shapes found around the house to construct the spaceship (for example, a paper towel roll is a cylinder).
- Make up riddles about the attributes of the various space shapes. For example: "I have six faces and they are all the same. Who am I?" (answer: A cube!) Let your child or students try to guess the answers. Encourage them to create their own for others to answer.

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