



Tangram Program – Puzzles From Ancient China

(Target Audience: Ages 5-8, 9-12)

Tangram is an ancient Chinese puzzle, consisting of seven simple geometric pieces that can be assembled into many shapes.

See *Grandfather Tang's Story* by Ann Tompert.

If you do not have *Grandfather Tang's Story*, you can use another book that is available like *Aesop Fables* or the *Little Red Hen* that have lots of easily recognizable animal characters.

Activity

1. Read the story. Show the children the tangram square (See next page) and give each child the seven shapes that make up a tangram. Ask them to create a shape from the story on paper using their tangrams. Prepare a few tangram animals in advance to show the children how they can be manipulated to change into different shapes.
2. Then retell the story interactively using their finished pictures.
3. The tangram shapes can be traced and cut out of coloured paper and glued onto black backgrounds for effect or can be cut out of black paper and placed on coloured sheets.
4. You can increase the size of the tangram shapes by enlarging them on a photocopier.

Contest

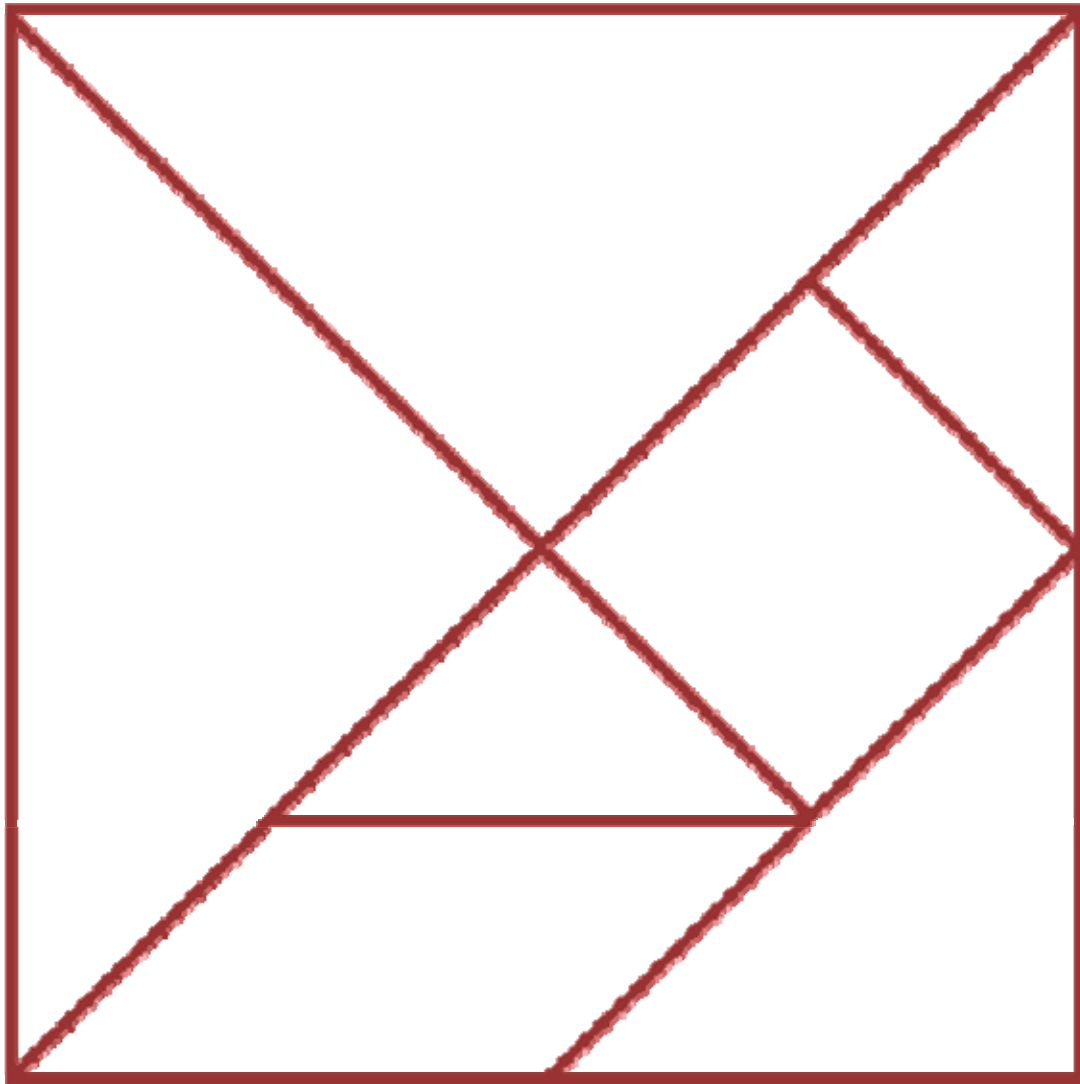
Give the children the seven shapes and see if they can figure out how to put them together to form a square (or other shape) without using an example.

You can download many patterns here:

<http://tangrams.ca/inner/pdftans.htm>

and here:

<http://reijnhoudt.nl/tangram/man.php?action=results&lang=fr&keywords=nature>



Here is a sample tangram.