Sample Rules

Don't Burn Your Feet

Shape Names

- Here are sample rules and corresponding correct responses to use as you play.
- Rules are generally ordered from less challenging to more challenging, however some rules in the same grouping are for similar levels of challenge.
- Refer to the Shape Glossary for detailed shape illustrations.

Rules for Familiar Shapes	Correct Shapes to Jump on
Jump on all shapes that are circles !	Circles (perfectly round)
Jump on all shapes that are triangles !	Various triangles (closed with three straight sides)
Jump on all shapes that are squares !	Squares (four straight sides that are all of the same length and four right angles)
Jump on all shapes that are rectangles !	Rectangles (four straight sides and four right angles), which also include squares

Rules for Less Familiar Shapes	Correct Shapes to Jump on
Jump on all shapes that are pentagons !	Pentagons (five straight sides)
Jump on all shapes that are hexagons !	Hexagons (six straight sides)
Jump on all shapes that are rhombuses !	Rhombuses (four straight sides that are all of the same length), which also include squares
Jump on all shapes that are trapezoids !	Trapezoids (four straight sides, with only one pair that is parallel)
Jump on all shapes that are parallelograms!	Parallelograms (four straight sides, with both sets parallel), which also include: Squares Rectangles Rhombuses
Jump on all shapes that are quadrilaterals !	Quadrilaterals (closed with four straight sides), which also include: Squares Rectangles Rhombuses Trapezoids Parallelograms