

MATH 1300, Mathematical Explorations

Flatland

One 75 minute class.

Activity

- Have students play the Flatland game: pages 31-32 of the Geometry book. First they should identify the 3 shapes on page 31. Then play the game: each table thinks of an object (a fruit, a building, an animal, a geometric figure....) and draws its cross sections. Then they pass the cross sections around to the other tables and try to identify each other's objects.
- Assemble the slice form example.
- Finish with some remarks about cross sections of 4-dimensional objects.

References and resources

[Discovering the Art of Mathematics: Geometry](#)

Assignments

1. Design and assemble your own slice form.