

I Get Around!



Building Fluency: build rectangles and find perimeter

Materials: pair of dice, recording sheet per player, and centimeter grid paper for each player

Number of Players: 2

- Directions:**
- 1. Player 1 tosses the dice and constructs a rectangle on the centimeter grid by marking length on a horizontal line according to the number thrown on one die and width according to the number on the other die.
 - 2. The player then outlines the entire rectangle, colors it in and records length, width and perimeter on the score sheet.
 - 3. After four rounds, a total score is determined by the sum of the perimeters.
 - 4. Highest score wins!

Variation/Extension: Teacher could add the area concept to this game. Once students understand the game they can create recording sheets in their math notebook.

PLAYER 1

Round	Length	Width	Perimeter
1			
2			
3			
4			
Total Score			

PLAYER 2

Round	Length	Width	Perimeter
1			
2			
3			
4			
Total Score			

This image shows a full page of blank graph paper. The grid consists of small, equal-sized squares formed by thin black lines. There are 20 columns and 20 rows of squares, creating a total of 400 square units. The paper is otherwise completely blank, with no margins, text, or other markings.

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