

# Standard Measure Up

**Building Fluency:** standard unit of measurement

**Materials:** gameboard, game marker, die, and standard unit game cards

**Number of Players:** 2-4

**Directions:**

1. Each player places markers on "start".
2. Shuffle the game cards. Then, first Player draws the top card from the deck and reads.
3. The second player must fill in the blank with the correct unit of measure. If the player answers correctly, then they roll the cube and move that many spaces. If the player answers incorrectly, no spaces are moved.
4. Play continues with the next player drawing and reading a card from the top of the deck.

**Variation/Extension:** Students create additional standard unit cards for the game. An additional page of cards are included for your convenience.

[illegible]

**A hotdog is about  
six \_\_\_\_\_ long.**

inches

**A Blue Whale weighs  
about 220 \_\_\_\_\_.**

tons

**A dictionary weighs  
about three \_\_\_\_\_.**

pounds

**A ladder is about  
six \_\_\_\_\_ tall.**

feet

**An airplane weighs  
about 400 \_\_\_\_\_.**

tons

**A small telescope  
weighs about 40 \_\_\_\_\_.**

pounds

**A medium sized dog  
weighs about 40 \_\_\_\_\_.**

pounds

**A broom weighs  
about 36 \_\_\_\_\_.**

ounces

**A broom is about  
54 \_\_\_\_\_ long.**

inches

**A motorcycle is about  
six \_\_\_\_\_ long.**

feet

**A Blue Whale is  
about 100 \_\_\_\_\_ long.**

feet

**A hot dog weighs  
about two \_\_\_\_\_.**

ounces

**A can of soda holds  
about 12 \_\_\_\_\_ .**

ounces

**A jet is about  
75 \_\_\_\_\_ long.**

yards

**A large container of milk  
holds about one \_\_\_\_\_ .**

gallon

**A necktie is about  
two \_\_\_\_\_ long.**

feet

**The earth is about  
93 million \_\_\_\_\_  
away from the sun.**

miles

**A new pencil is about  
seven \_\_\_\_\_ long.**

inches

**A roll of 50 pennies  
weighs about four \_\_\_\_\_.**

ounces

**A dictionary is about  
ten \_\_\_\_\_ long.**

inches

**A football field is  
100 \_\_\_\_\_ long.**

yards

**A piano weighs  
about 650 \_\_\_\_\_.**

pounds

**A dining room table is  
about 30 \_\_\_\_\_ tall.**

inches

**A regular door is about  
seven \_\_\_\_\_ tall.**

feet


## Metric Measure Up

**Building Fluency:** metric units of measurement

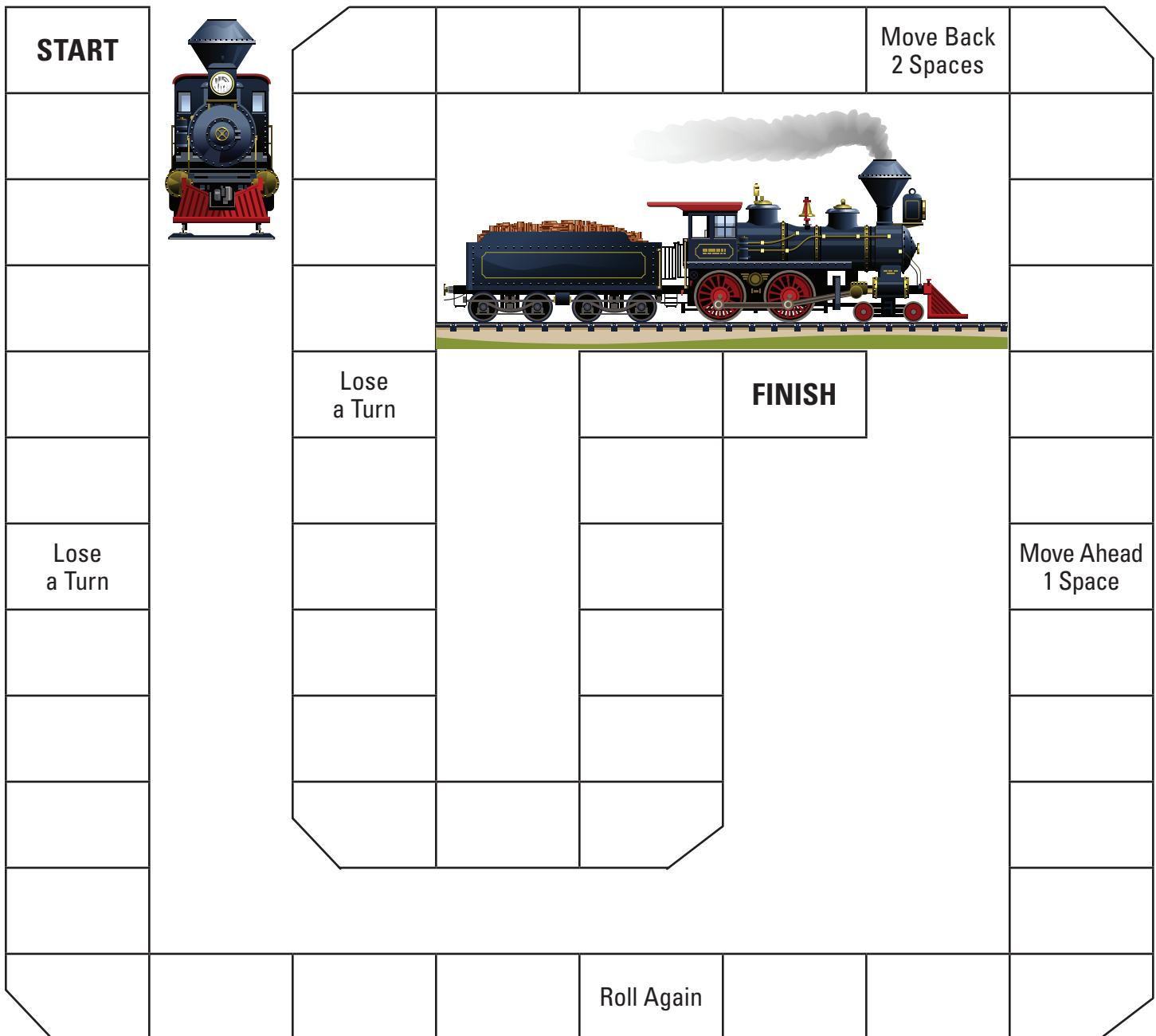
**Materials:** die, gameboard, game marker, and metric unit game cards

**Number of Players:** 2-4

**Directions:**

1. Each player places markers on "start".
2. Shuffle the game cards.
3. First Player draws the top card from the deck and reads.
4. The second player must fill in the blank with the correct unit of measure. If the player answers correctly, then they roll the cube and move that many spaces. If the player answers incorrectly, no spaces are moved.

**Variation/Extension:** Student can add additional metric unit cards to the game. An additional page of cards are included for your convenience.



**A large bottle of soda  
holds about two \_\_\_\_\_.**

liters

**An airplane weighs  
about 300,000 \_\_\_\_\_.**

kilograms

**A necktie weighs  
about 62 \_\_\_\_\_.**

grams

**An airplane is about  
69 \_\_\_\_\_ long.**

meters

**A necktie is about  
122 \_\_\_\_\_ long.**

centimeters

**A Blue Whale weighs  
about 164,000 \_\_\_\_\_.**

kilograms

**A dictionary weighs  
about one \_\_\_\_\_.**

kilogram

**A Blue Whale is about  
3,000 \_\_\_\_\_ long.**

centimeters

**A dictionary is about  
25 \_\_\_\_\_ long.**

centimeters

**A broom is about  
137 \_\_\_\_\_ long.**

centimeters

**A new pencil is about  
20 \_\_\_\_\_ long.**

centimeters

**A broom weighs  
about 1,000 \_\_\_\_\_.**

grams

**A hotdog weighs  
about 60 \_\_\_\_\_.**

grams

**A ladder weighs  
about ten \_\_\_\_\_.**

kilograms

**A hotdog is about  
15 \_\_\_\_\_ long.**

centimeters

**A ladder is about  
two \_\_\_\_\_ long.**

meters

**A motorcycle weighs  
about 220 \_\_\_\_\_.**

kilograms

**A roll of 50 pennies  
weighs about 120 \_\_\_\_.**

grams

**A motorcycle is about  
180 \_\_\_\_\_ long.**

centimeters

**A roll of 50 pennies in  
about 10 \_\_\_\_\_ long.**

centimeters

**A medium sized dog  
weighs about 15 \_\_\_\_.**

kilograms

**The keyboard on a piano  
is about two \_\_\_\_\_ long.**

meters

**A medium sized dog is  
about 30 \_\_\_\_\_ long.**

centimeters

**A piano weighs  
about 240 \_\_\_\_\_.**

kilograms




# 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.

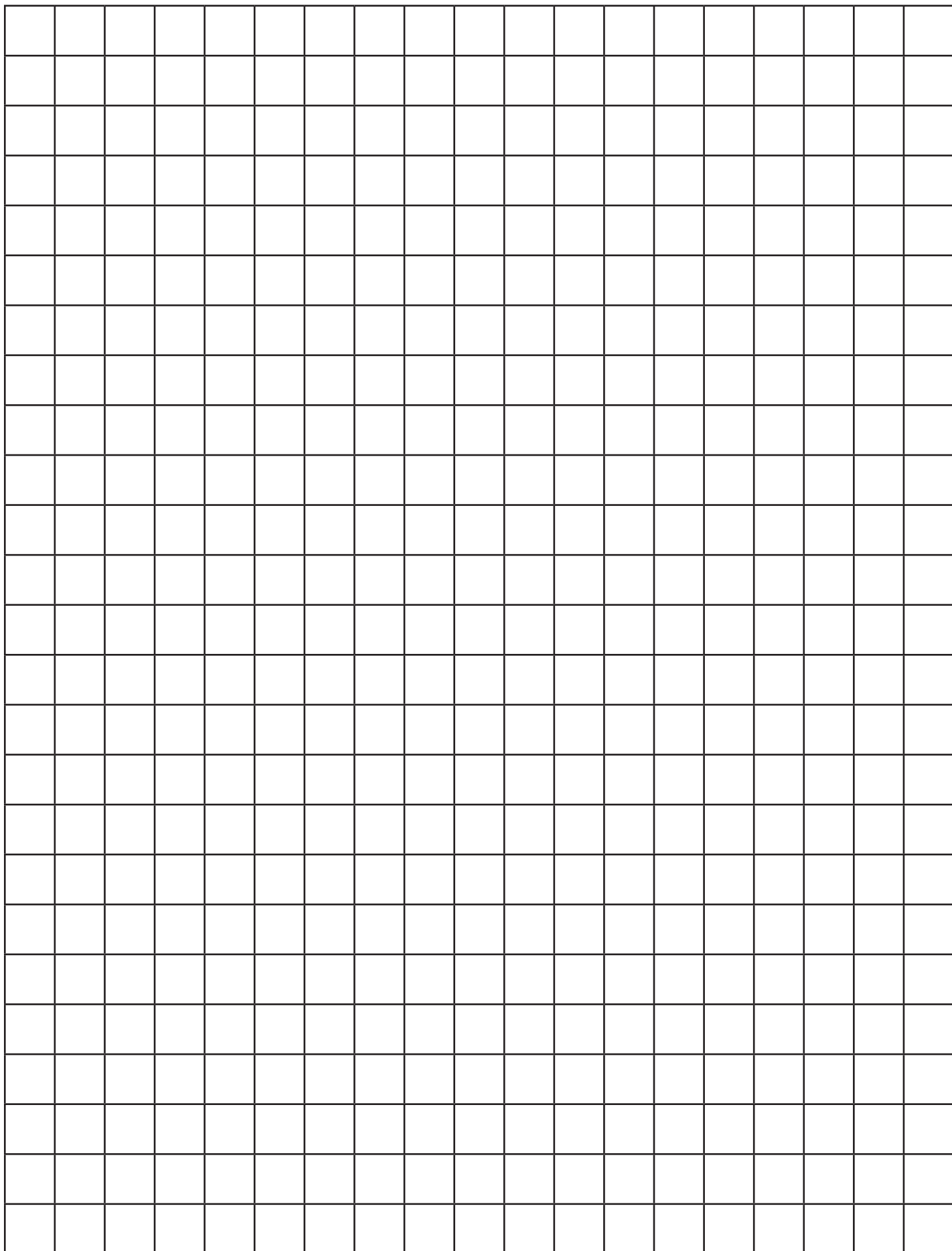
## PLAYER 1

Round	Length	Width	Perimeter
1			
2			
3			
4			
Total Score			

## PLAYER 2

Round	Length	Width	Perimeter
1			
2			
3			
4			
Total Score			

[illegible]



# Raging Rectangles

### Building Fluency: area and perimeter

**Materials:** a pair of dice, gameboard, and crayons or colored pencils

**Number of Players: 2**

**Directions:**

1. In turn each player rolls the dices. A player outlines and colors a rectangle on the gameboard to match the dice.  
Example: a roll of 6 and 3 = a  $6 \times 3$  rectangle or a  $3 \times 6$  rectangle
2. Player writes an equation to represent total number of squares (area) in the center of the rectangle.
3. A player loses a turn when he rolls and cannot fit his rectangle on the gameboard. Game is over when neither player can draw a rectangle. Winner is the player with the most squares colored on the gameboard.

**Variation/Extension:** Teacher can change the dimensions of the gameboard or let each player have their own gameboard. They could also find the total area of their gameboard. Player with largest area wins.

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