

# Find the Area!

## Ready!

2 players

## Set!

- a spinner labeled 2, 3, 4
- 2 charts like the one shown below
- 2 pencils



## Play!

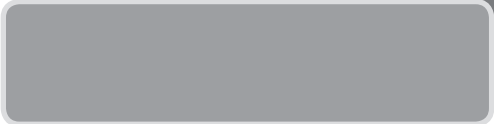
- 1 Player 1 spins the spinner two times, writing the first result in the column marked *Length*, and the second result in the column marked *Width*. Player 2 does the same.
- 2 Player 1 and Player 2 calculate the areas of their rectangles, and write the results in the column marked *Area of Rectangle*. They check each other's work.
- 3 The player whose rectangle has the greater area gets 1 point. If the areas of the two rectangles are the same, that round is a tie and no one gets a point.
- 4 The player with more points after 10 rounds wins.

Name \_\_\_\_\_

## Blank Tables

Round	Length	Width	Area of Rectangle
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Round	Length	Width	Area of Rectangle
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			



# Spinner Tips

## How to assemble spinner

- Glue patterns to tagboard.
- Cut out and attach pointer with a fastener.

## Alternative

- Students can use a paper clip and pencil instead.

