

BATTLEGROUND – AREA & PERIMETER VERSION

Dice Game

Directions:

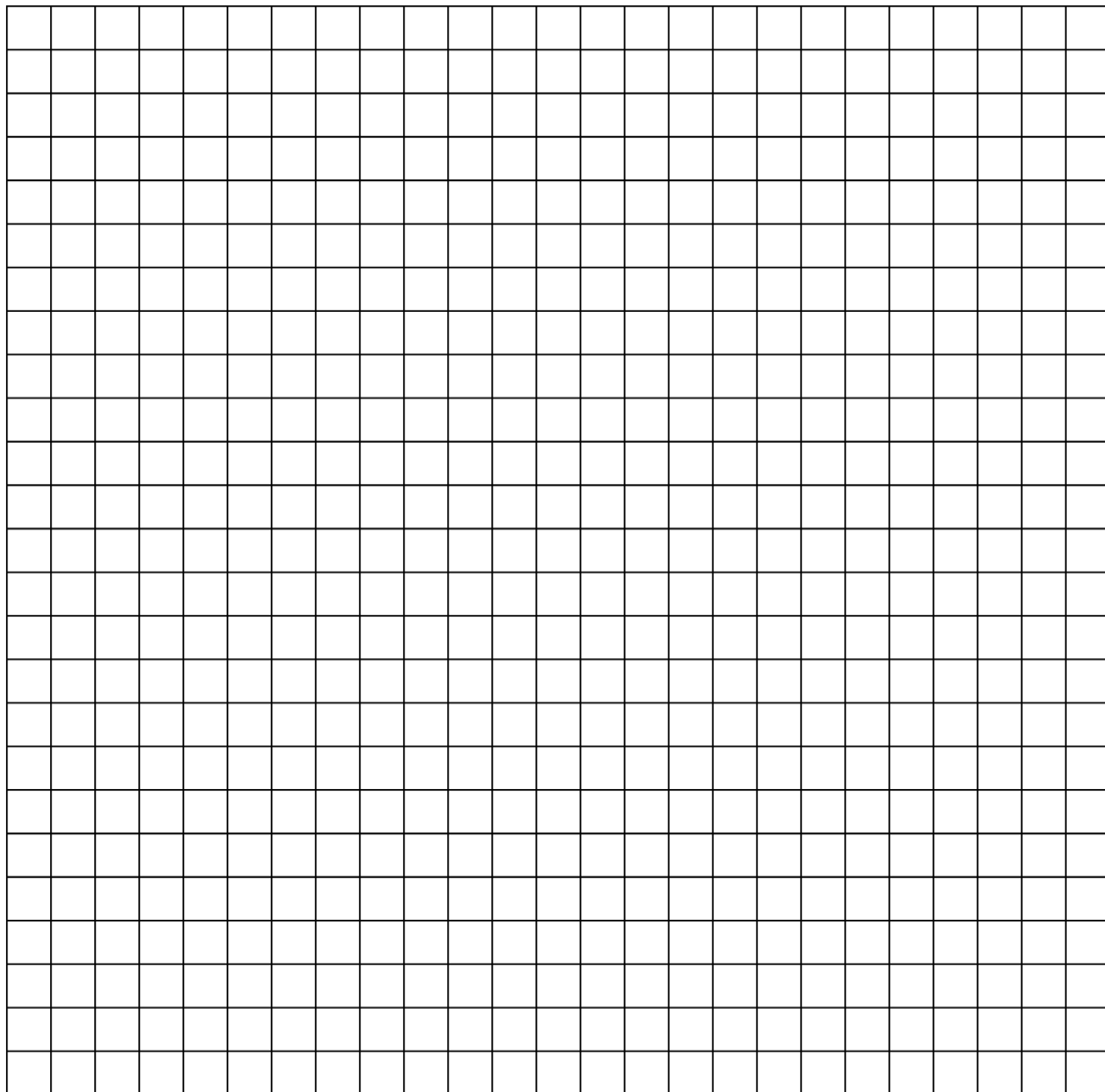
- 1) This game is recommended to be played with a partner. It can be modified for individual play, or groups of 3. If playing with a partner (recommended), find a partner.
- 2) Grab 2 dice or use an online dice roller. Each partner pick 2 different colored pencils.
- 3) You will play two games with your partner. Partner A will go first, then Partner B will go first on the second game. If time allows or a tie exists, play a third game.
- 4) Given the included grid, each partner will start on opposite ends. Each player will begin with 3 strikes.
- 5) Partner A will roll the dice. One number will be the length and the second number will be the width. They will draw a rectangle or square based on their dimensions. Inside the shape, write the perimeter and area. This will complete Partner A's turn.
- 6) Partner B will then roll the dice. One number will be the length and the second will be the width. They will draw a rectangle or square based on their dimensions. Inside the shape, write the perimeter and area. This will complete Partner B's turn.
- 7) Play will continue until the players are unable to draw any shapes or they have rolled three strikes (meaning they cannot draw a shape given the dimensions).
- 8) Once play has ended, the players will add up their Area totals from each shape. The winner will be the player with the largest Area covered.

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Battle Board

Things to Remember: Area = length x width Perimeter = 2(length) + 2(width)

PLAYER #1 _____ **STRIKES: 1 2 3** **AREA:** _____



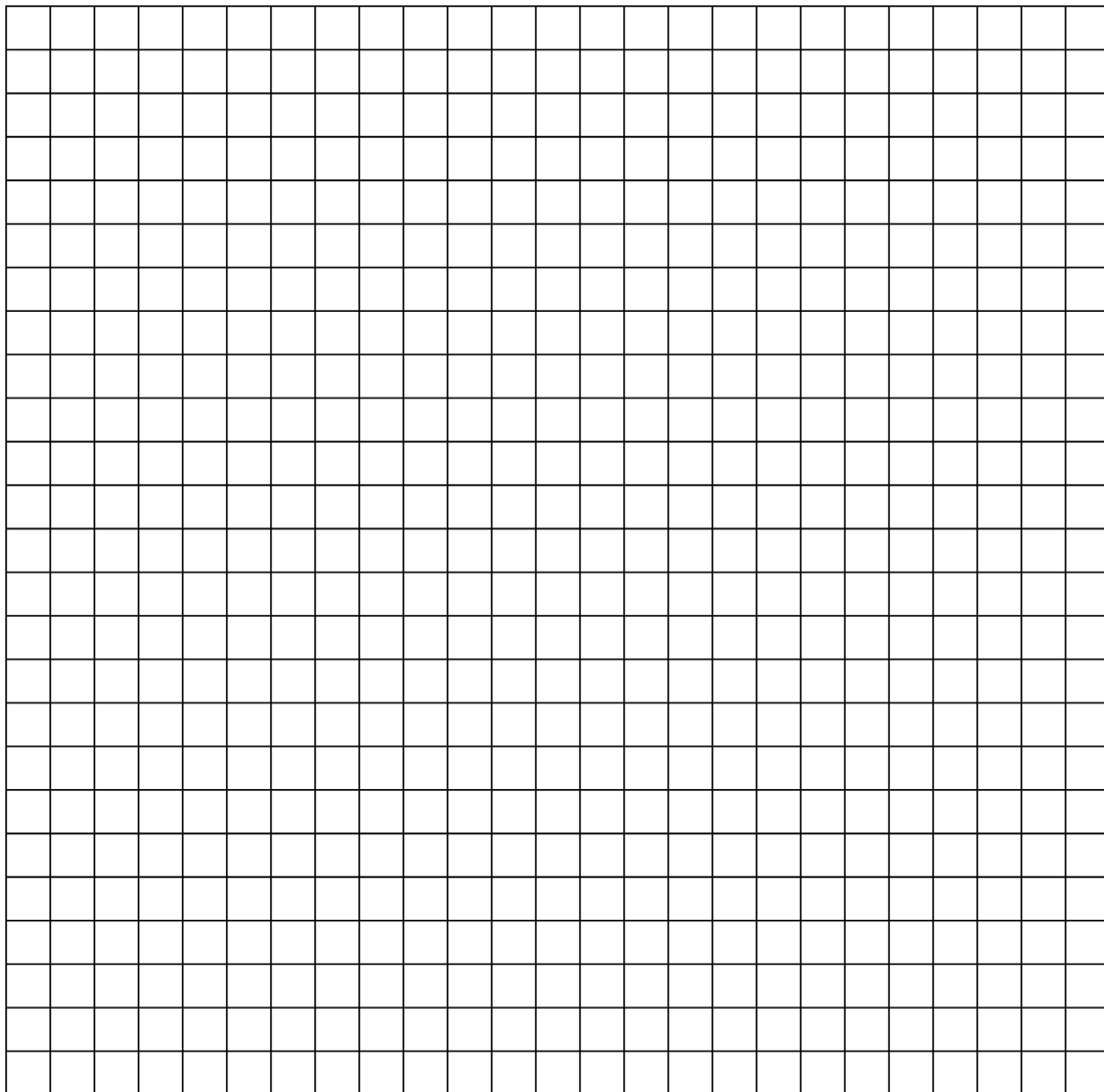
PLAYER #2 _____ **STRIKES: 1 2 3** **AREA:** _____

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Battle Board

Things to Remember: Area = length x width Perimeter = 2(length) + 2(width)

PLAYER #1 _____ **STRIKES: 1 2 3** **AREA:** _____



PLAYER #2 _____ **STRIKES: 1 2 3** **AREA:** _____

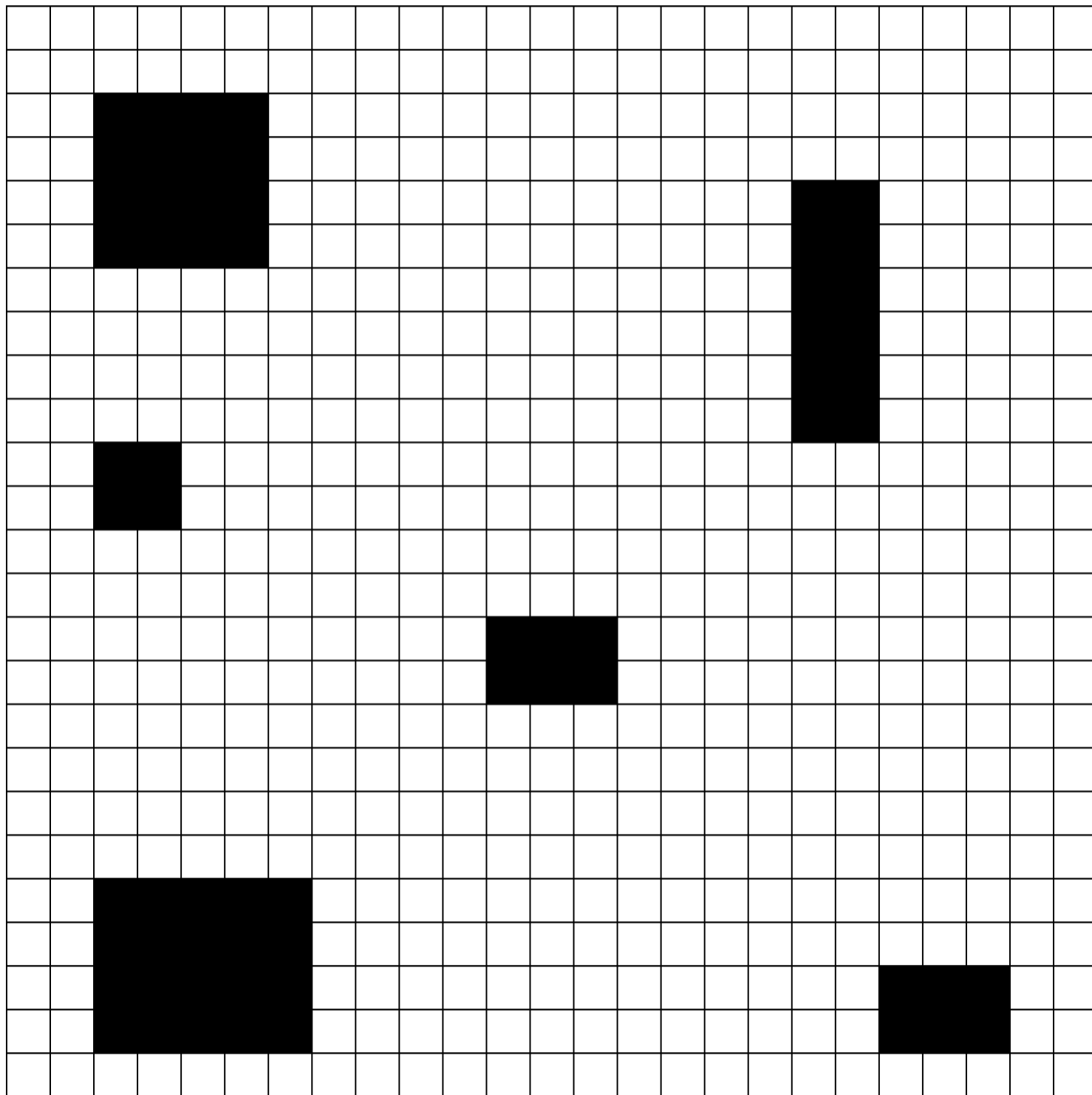
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Battle Board

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PLAYER #1 _____

STRIKES: 1 2 3 **AREA:** _____



PLAYER #2 _____

STRIKES: 1 2 3 **AREA:** _____

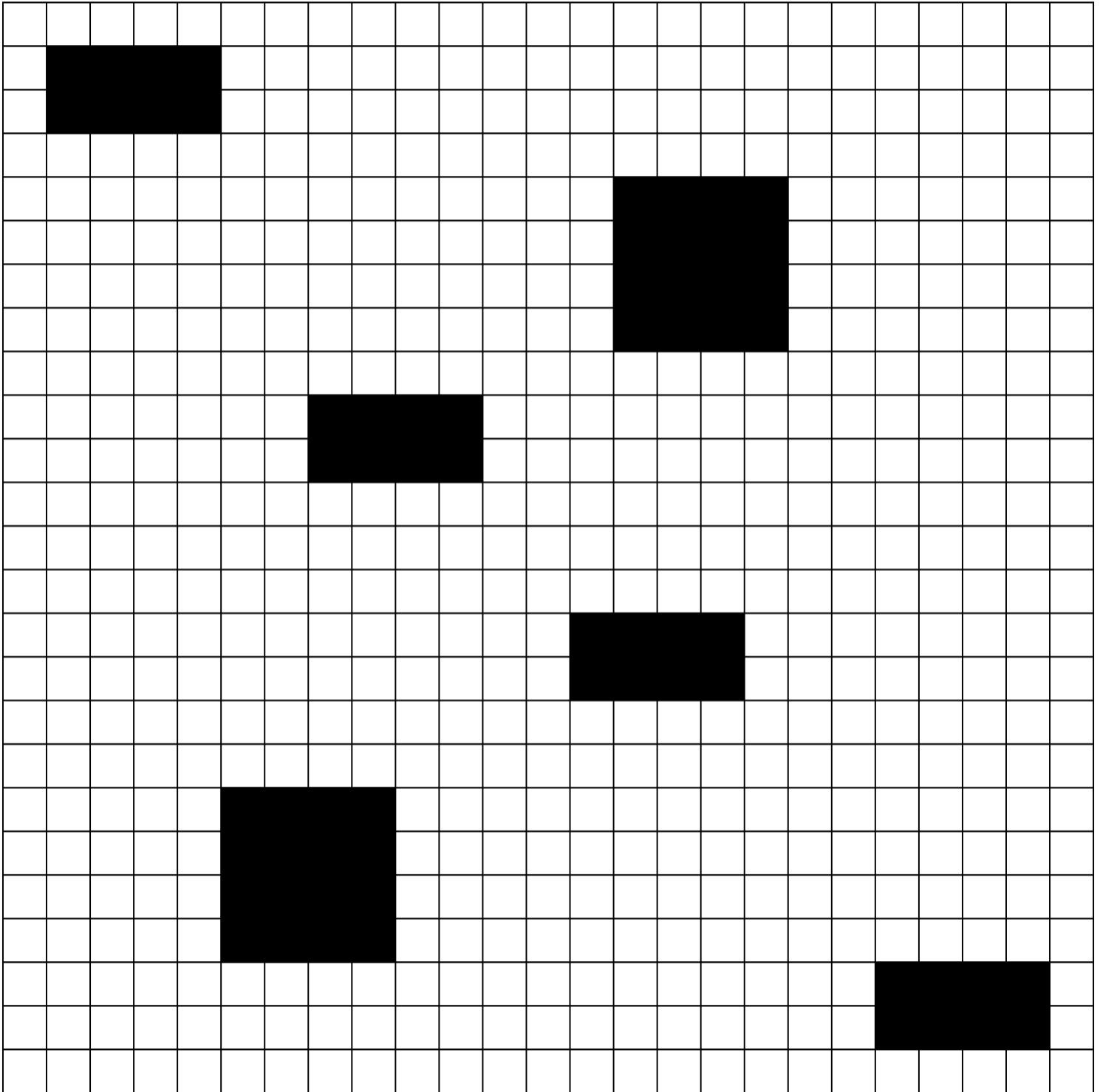
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Battle Board

Things to Remember: Area = length x width Perimeter = 2(length) + 2(width)

PLAYER #1 _____

STRIKES: **1 2 3** AREA: _____



PLAYER #2 _____

STRIKES: **1 2 3** AREA: _____