

MEASUREMENT CONVERSIONS

$1 \text{ lb} = 16 \text{ oz}$

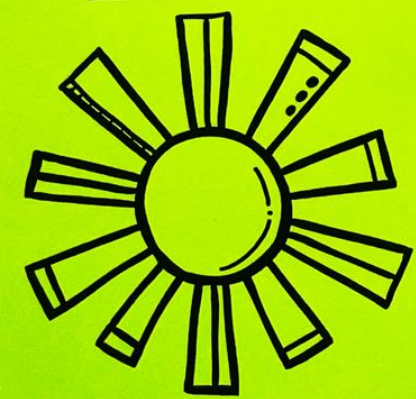
$1 \text{ qt} = 2 \text{ pt}$

$5,000 \text{ g} = \text{kg}$

$8 \text{ c} = \text{qt}$

$48 \text{ in} = \text{ft}$

$3 \text{ m} = \text{cm}$



SOLVE THE ROOM

Name: _____

Directions: Find the card that matches each shape and solve the problem. Write the answer in the box that matches the shape.

$3 \text{ ft} = \text{in}$

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Students find problems around the room & write the answers on their recording sheet.

Name _____

Directions: Find the card that matches each shape and solve the problem. Write the answer in the box that matches the shape.

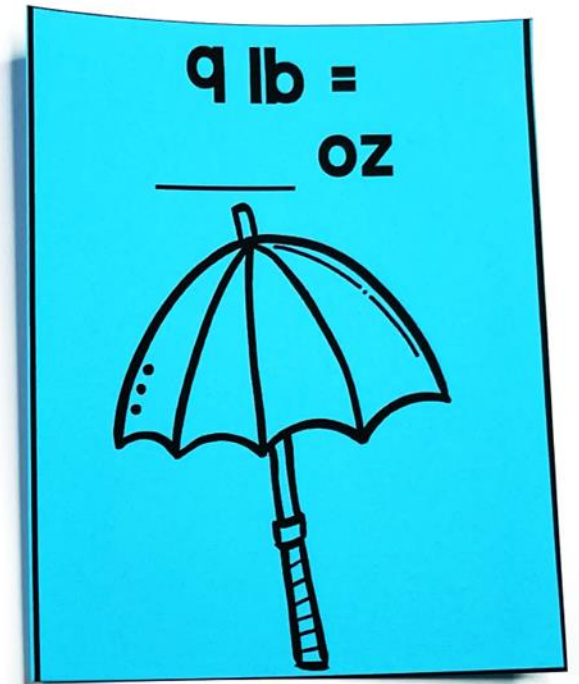
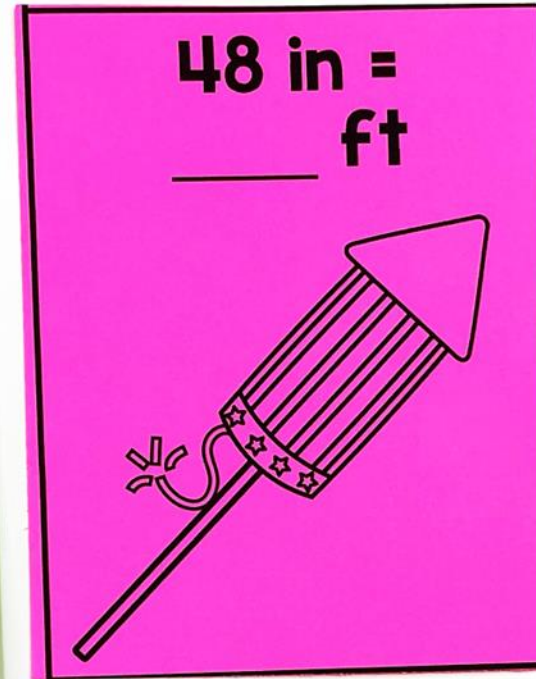
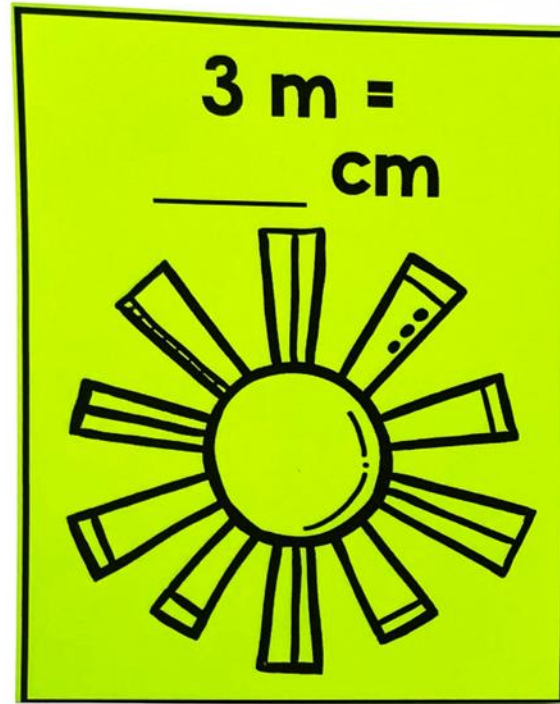
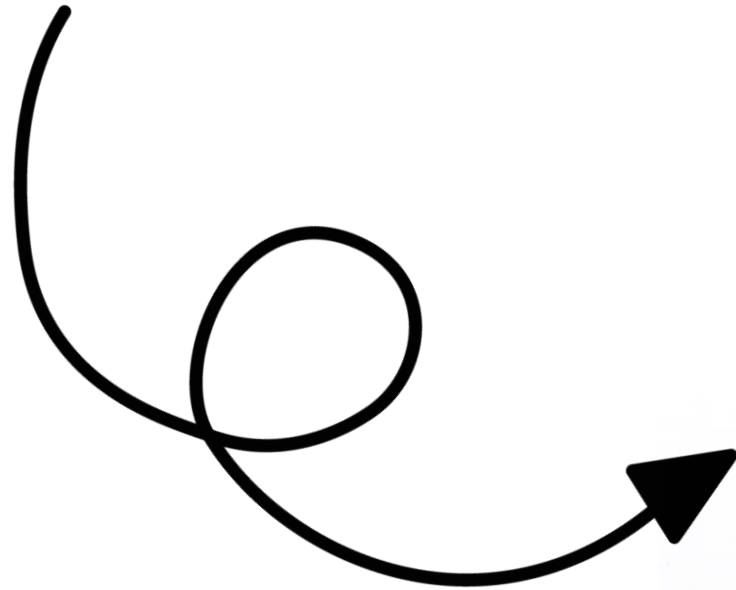
	
	
	
	
	
	
	
	
	
	

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What's Included?

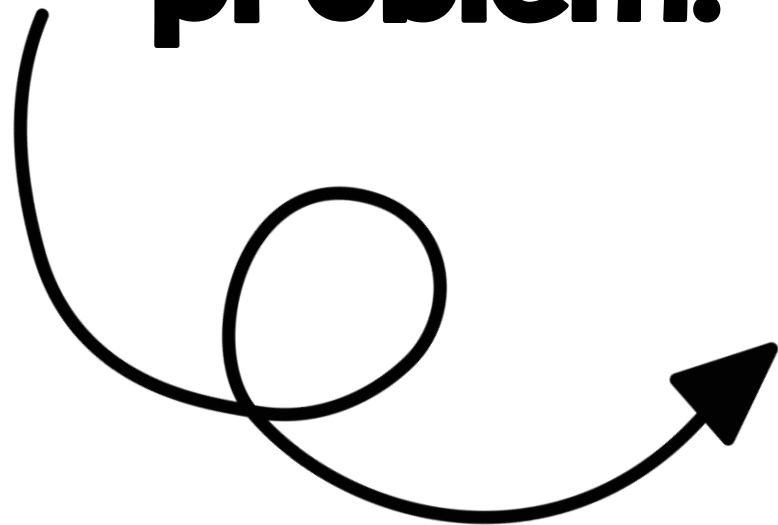
- Teacher Directions & Tips
- 20 Problem Cards
- Student Recording Sheet
- Extension Activity: Create a matching word problem
- Answer Key

20 Problems



Extension Activity

Students create a matching word problem.



Two worksheets titled "Create a Matching Word Problem" are shown, overlapping each other. Both worksheets have a "Name:" line at the top. The left worksheet has a pink border and the right one has a blue border. Both have the same directions: "Directions: Use the numbers from the cards to write your own matching word problem."

The left worksheet (pink border) has a vertical list of 10 icons in boxes: a fish, sunglasses, a dragonfly, a sun, an ice cream cone, a beach ball, an umbrella, a seashell, a sunscreen bottle, and a beach chair.

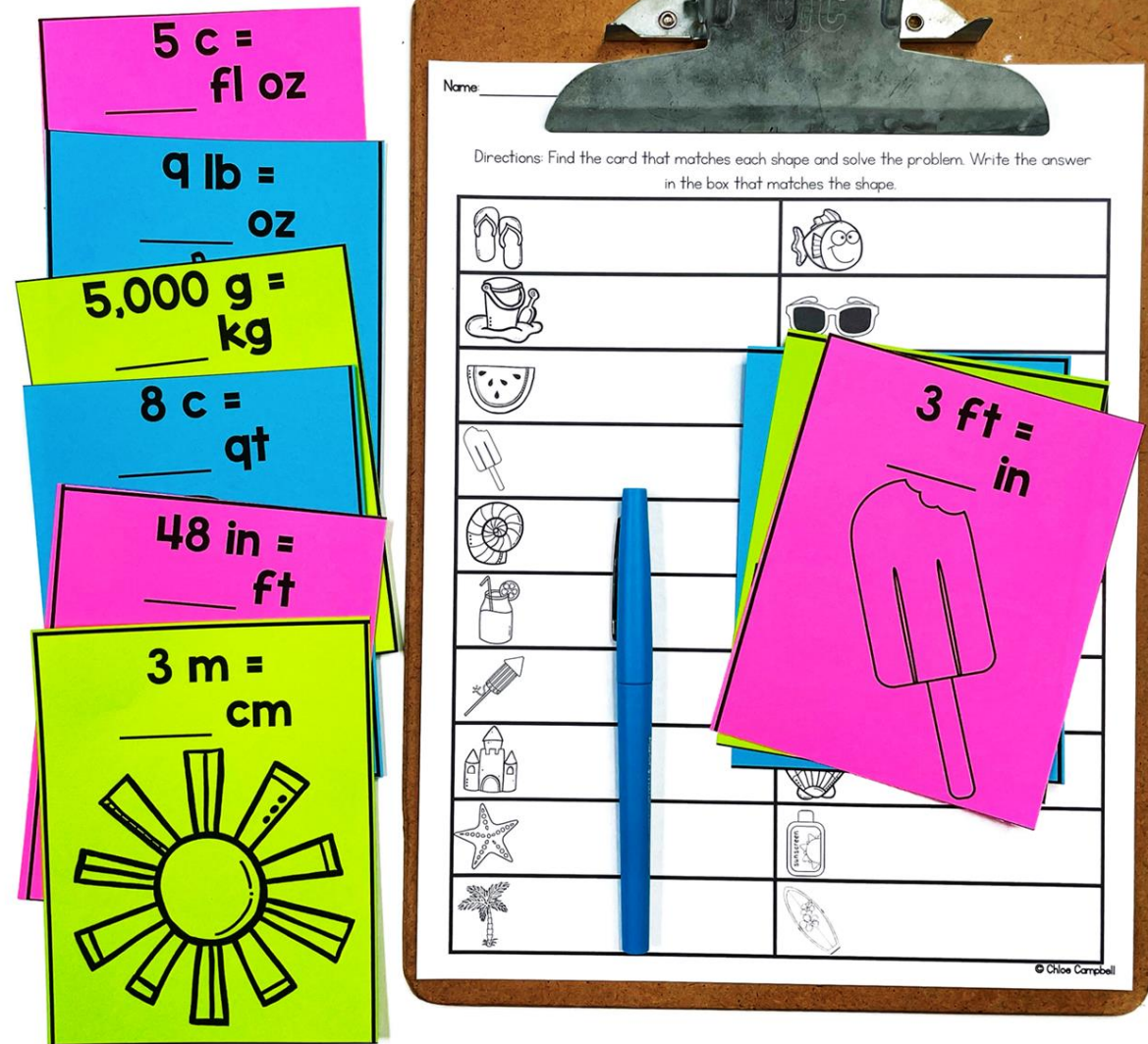
The right worksheet (blue border) has a vertical list of 10 icons in boxes: flip-flops, a bucket and shovel, a watermelon slice, a popsicle, a seashell, a drink with a straw, a beach umbrella, a sandcastle, a starfish, and a palm tree.

Below each icon list are several horizontal lines for writing the matching word problem.

How to Use:

1. Print out each page. You can print on cardstock and/or laminate to help the cards last longer.
2. Cut out each card. There are 4 to a page.
3. Place the cards around the room or tape the cards to the walls, back of student chairs, doorways, etc.
4. Give students a clipboard. They'll walk around the room to find the cards.
5. Students will find the card that matches each shape. They'll solve the problem then write the answer in the box that matches the shape.

Students are up and moving around the room while solving math problems. That's a WIN!



**Purchase now
to see student
engagement
increase in
your
classroom!**