



**Perimeter with Decimal Sides**

**START** solve a problem! skip ahead two spaces solve a problem! go back three spaces solve a problem! solve a problem!

skip ahead two spaces solve a problem! skip ahead three spaces go back three spaces solve a problem! skip ahead two spaces skip ahead three spaces

go back two spaces solve a problem! solve a problem! solve a problem! solve a problem! solve a problem!

solve a problem! go back three spaces Lose a turn! solve a problem!

solve a problem! solve a problem! go back two spaces **FINISH** solve a problem!

skip ahead three spaces go back two spaces solve a problem! skip ahead three spaces solve a problem!

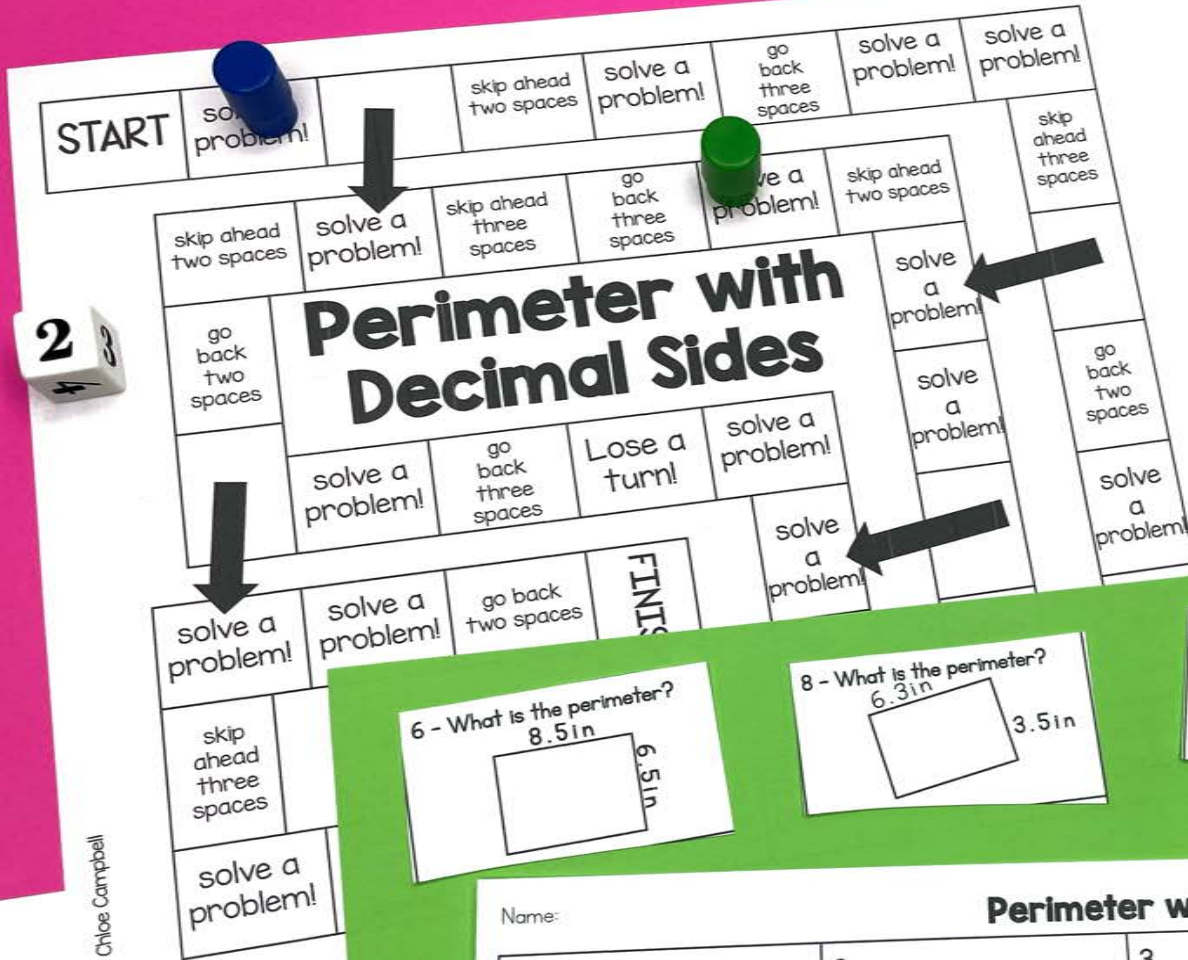
solve a problem! go back three spaces solve a problem! skip ahead two spaces solve a problem!

solve a problem! solve a problem!

# This resource includes:

- Teacher Direction Page
- Board Game
- 20 Question Cards
- Student Recording Sheet
- Teacher Answer Key

Students won't even realize they are learning!



6 - What is the perimeter?  
8.5 in

6.5 in

8 - What is the perimeter?  
6.3 in

3.5 in

7 - What is the perimeter?  
2.8 ft

2.8 ft

Name: \_\_\_\_\_

**Perimeter with Decimal Sides Recording Sheet**

1	2	3	4
15.6 ft	23.4 cm		25.6 ft
5	6	7	8
18 yd		11.2 ft	
	10	11	12

# Teachers Like You Say:

★★★★★ Extremely satisfied

These are great for small group stations! What a fun task card adaptation. Students get to play a fun and competitive board game, but they also get to practice learning. Plus, the recording sheet makes it easy to grade and monitor student progress; they aren't just playing they are actively learning and participating with evidence of ability. Great resource!

★★★★★ Extremely satisfied

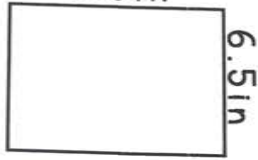
My students love games especially when they can compete with each other. Best resource with so many different options.

★★★★★ Extremely satisfied

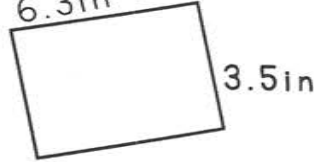
My students love playing games and a simple, easy prep game like this is a great addition to math centers, early finisher activities, and review days.



6 - What is the perimeter?  
8.5 in



8 - What is the perimeter?  
6.3 in



7 - What is the perimeter?  
2.8 ft



11 - What is the perimeter?  
8.14 mi



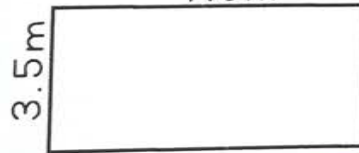
10 - What is the perimeter?  
4.8 m



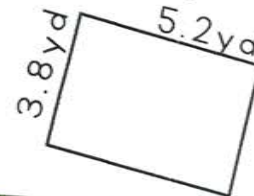
9 - What is the perimeter?  
4.5 cm



12 - What is the perimeter?  
7.8 m



5 - What is the perimeter?



20

Questions

# What's the best way to use this board game?

- Math Centers or Stations
- Whole Group Practice
- Morning Work
- Early Finisher Activity
- Substitutes
- Send Home to Engage Student Families



# Perimeter with Decimal Sides

skip ahead two spaces   solve a problem!   skip ahead three spaces   back three spaces   solve a problem!   skip ahead two spaces   three spaces

go back two spaces

solve a problem!

solve a problem!

go back three spaces   Lose a turn!   solve a problem!

solve a problem!

solve a problem!

go back two spaces

solve a problem!

solve a problem!

go back two spaces

FINISH

solve a problem!

solve a problem!

skip ahead three spaces

solve a problem!

Name: \_\_\_\_\_

## Perimeter with Decimal Sides Recording Sheet

1	15.6 ft	2	23.4 cm	3		4	25.6 ft
5	18 yd	6		7	11.2 ft	8	

Hold students accountable with a recording sheet

# Tips for Playing Math Board Games:

- Read the directions to the students and model how to play.
- Be prepared with dice/spinner and game pieces for each player (paperclips, pencil top erasers, pieces from another game, etc.)
- Every student should solve every problem – not just the person who rolls.
- Create groups of 2-4 students. The lower number of students means the more focused students are while playing.



# Tips for Playing Math Board Games:

- Remind students that the focus is not playing the game but that's just an added bonus! The focus should be on practicing math skills.
- Show students how to compare and discuss answers. Did you both get the same answer? If students get different answers, ask them to solve the problem using a different strategy or help coach each other through the problem.

# Why Board Games?

Research shows that challenge-based gamification in the classroom leads to an increase of 34.755% in student performance

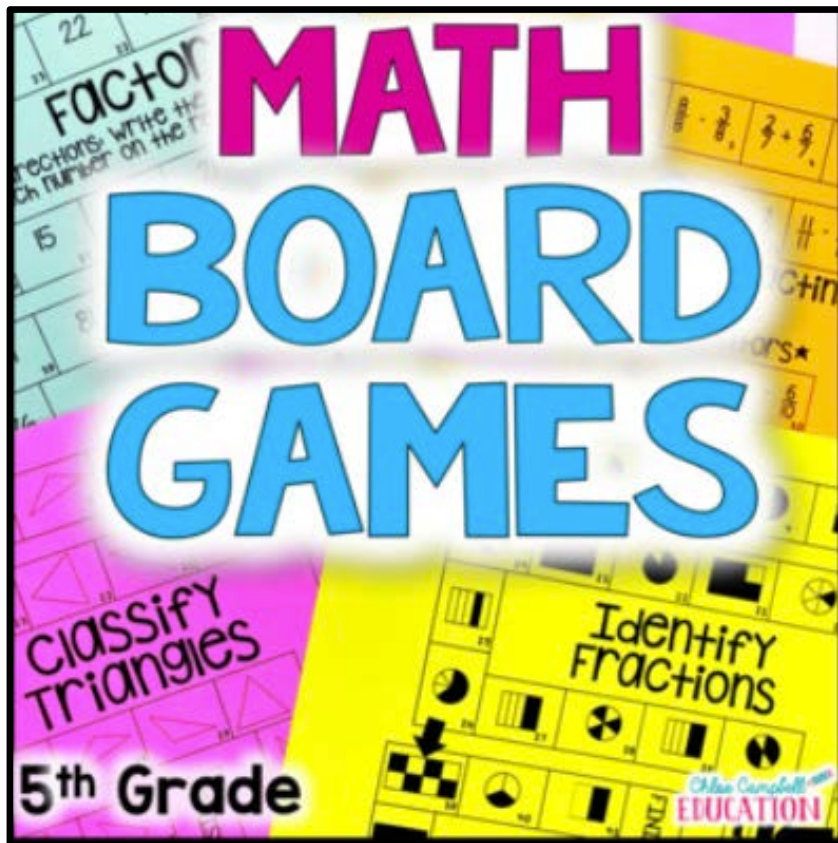
(ScienceDirect, 2020).

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