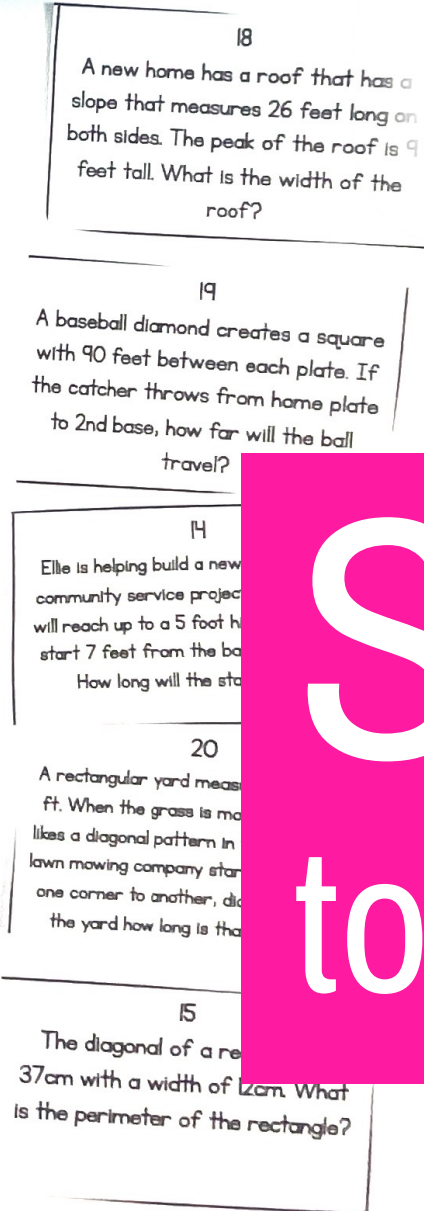
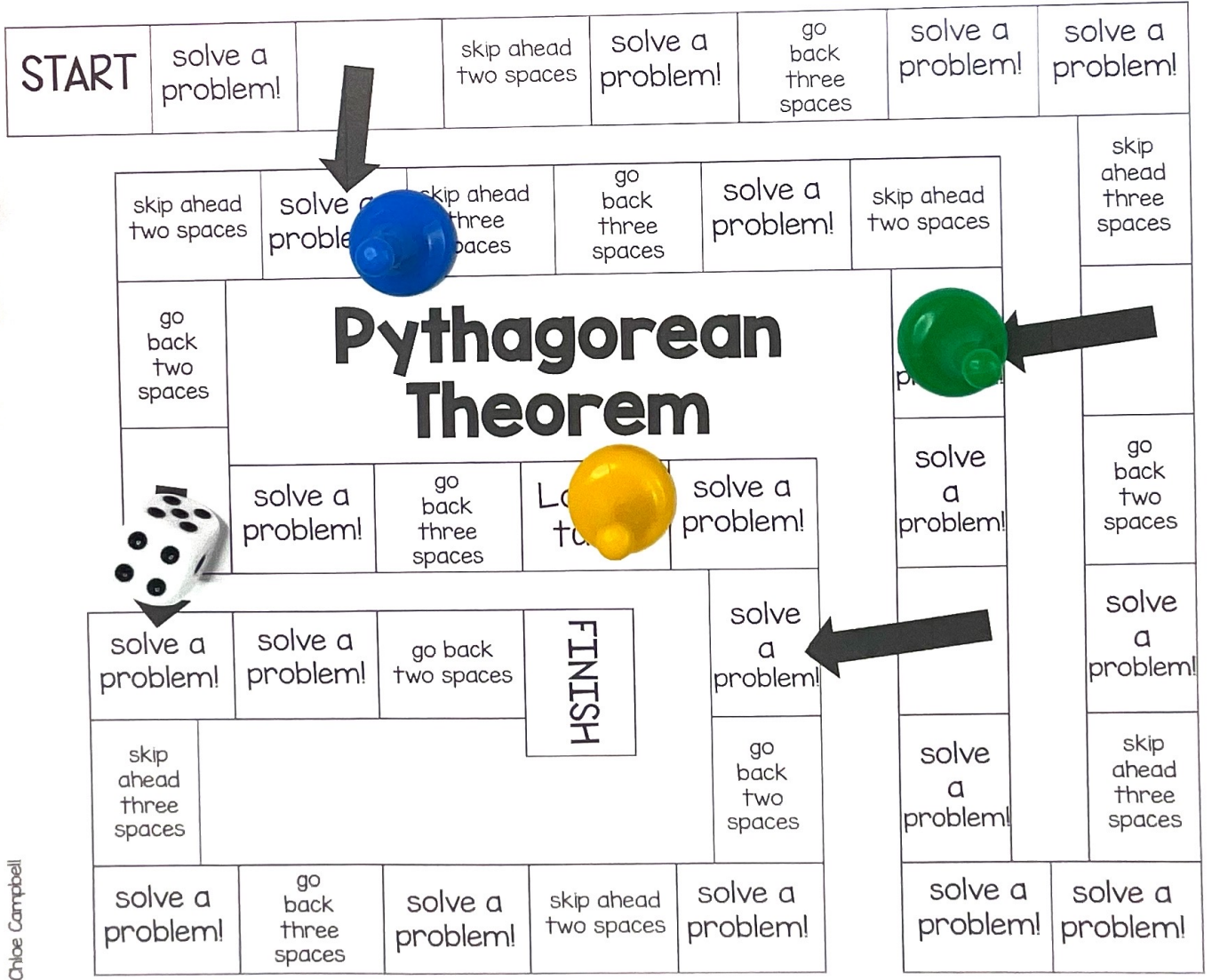


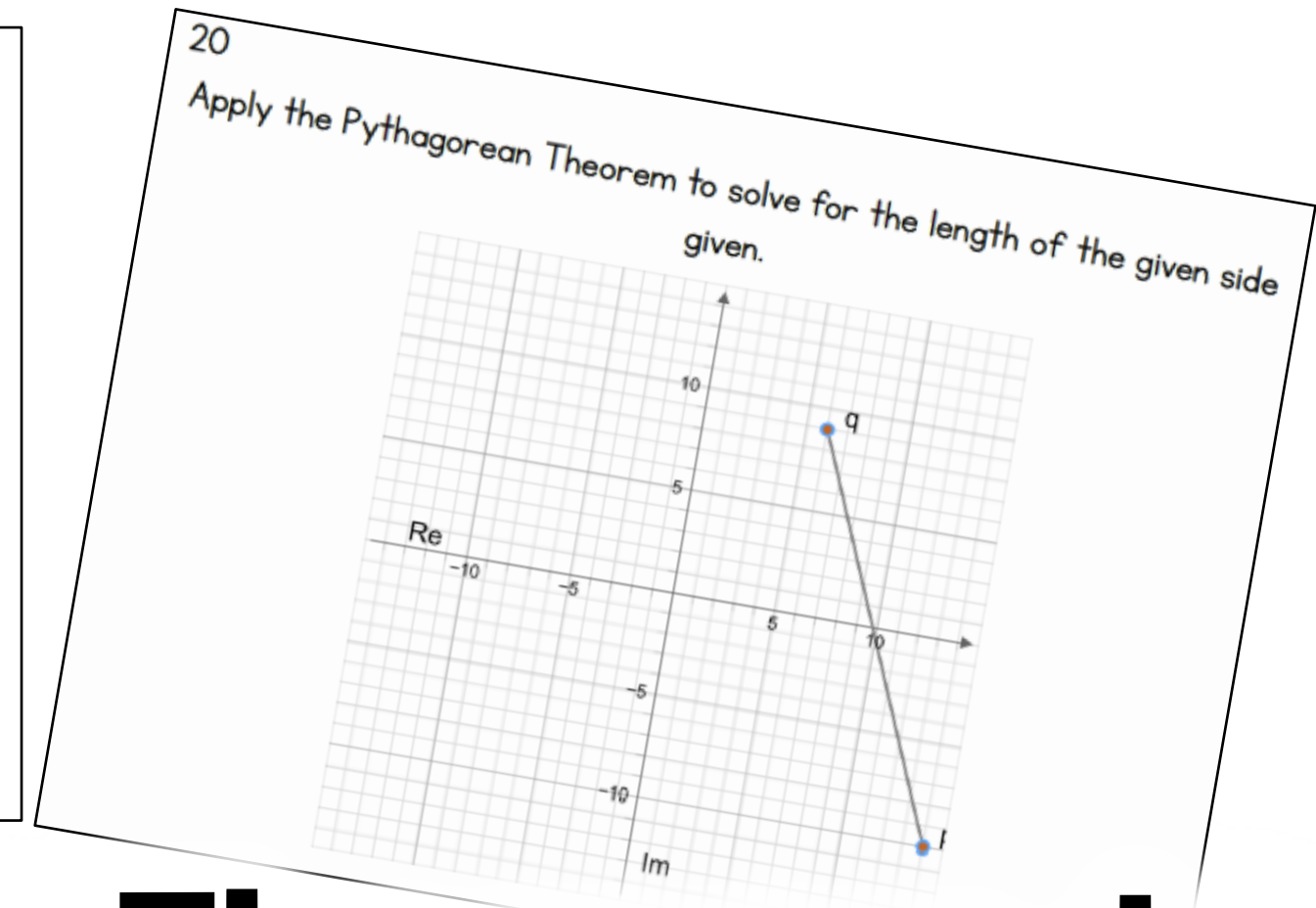
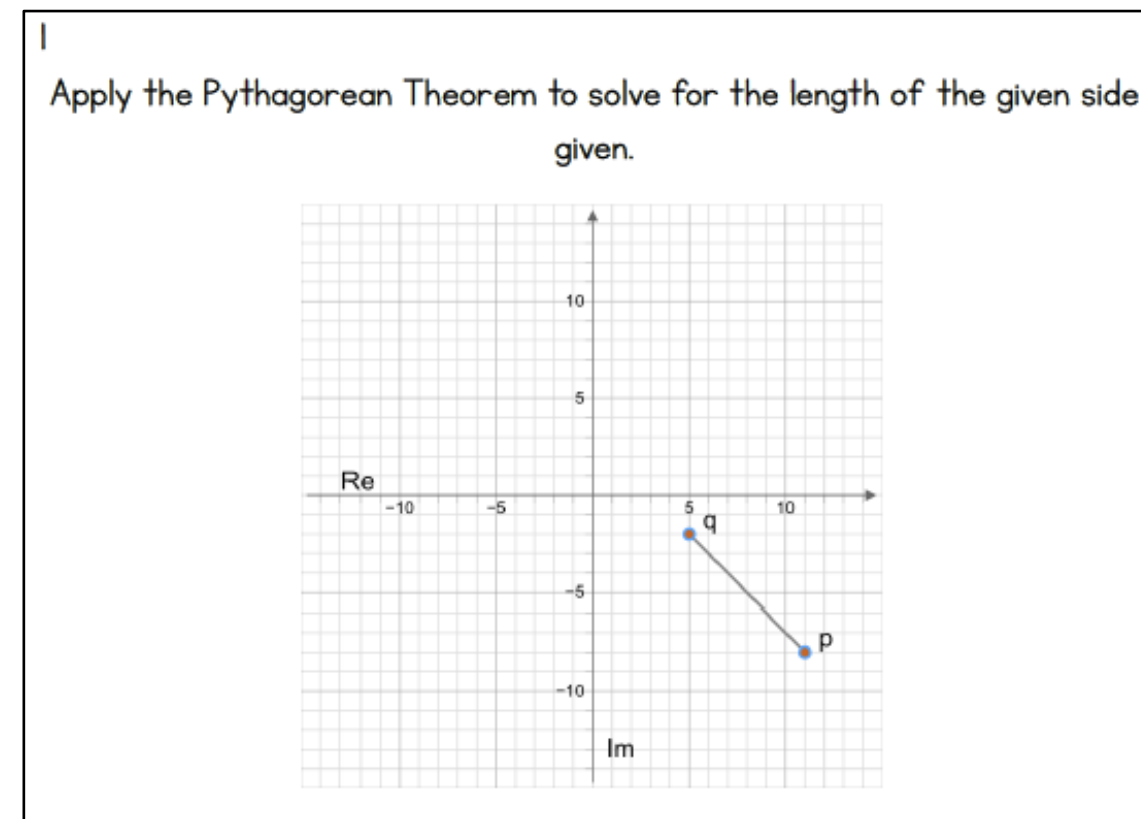
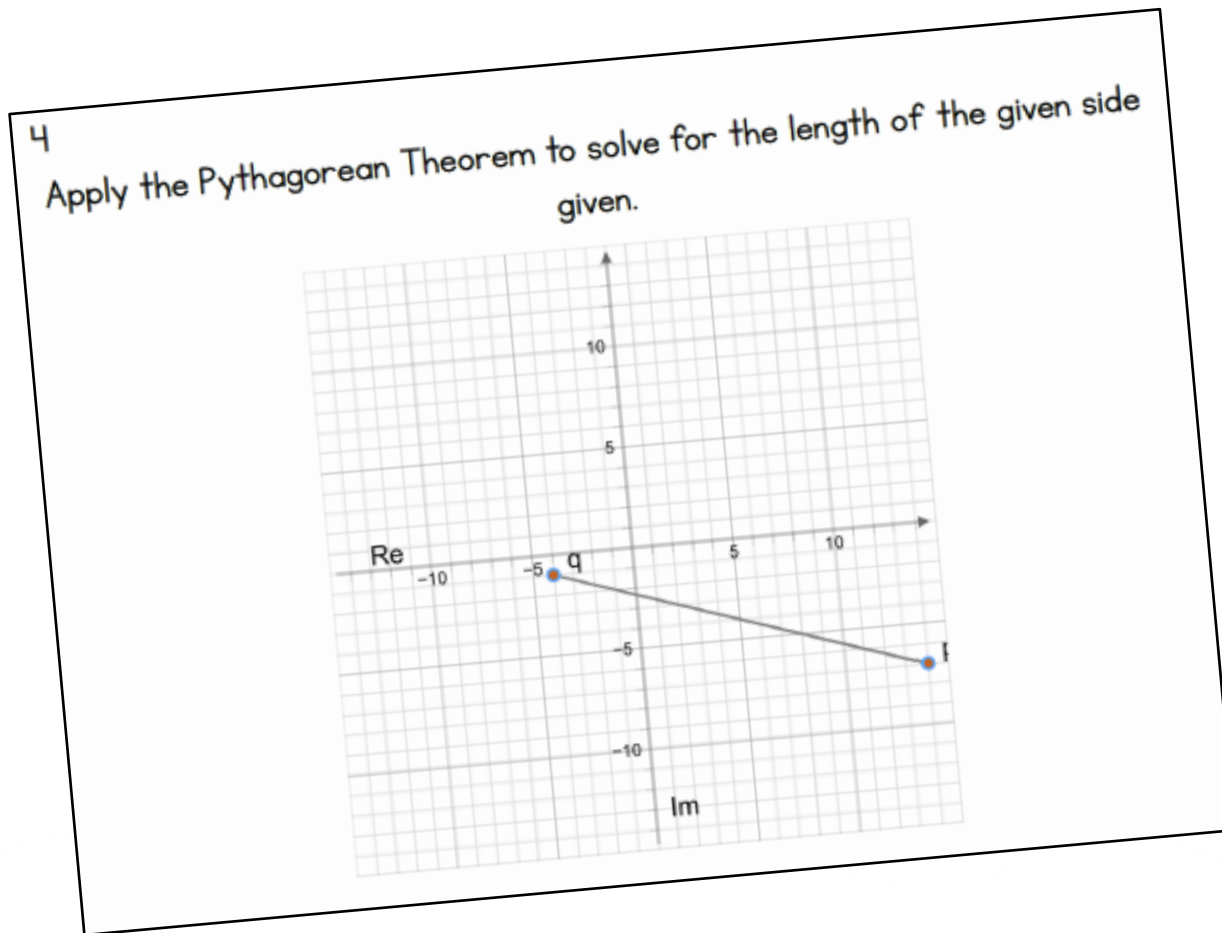
Pythagorean Theorem

Distance Between 2 Points

SCROLL
to take a look inside!



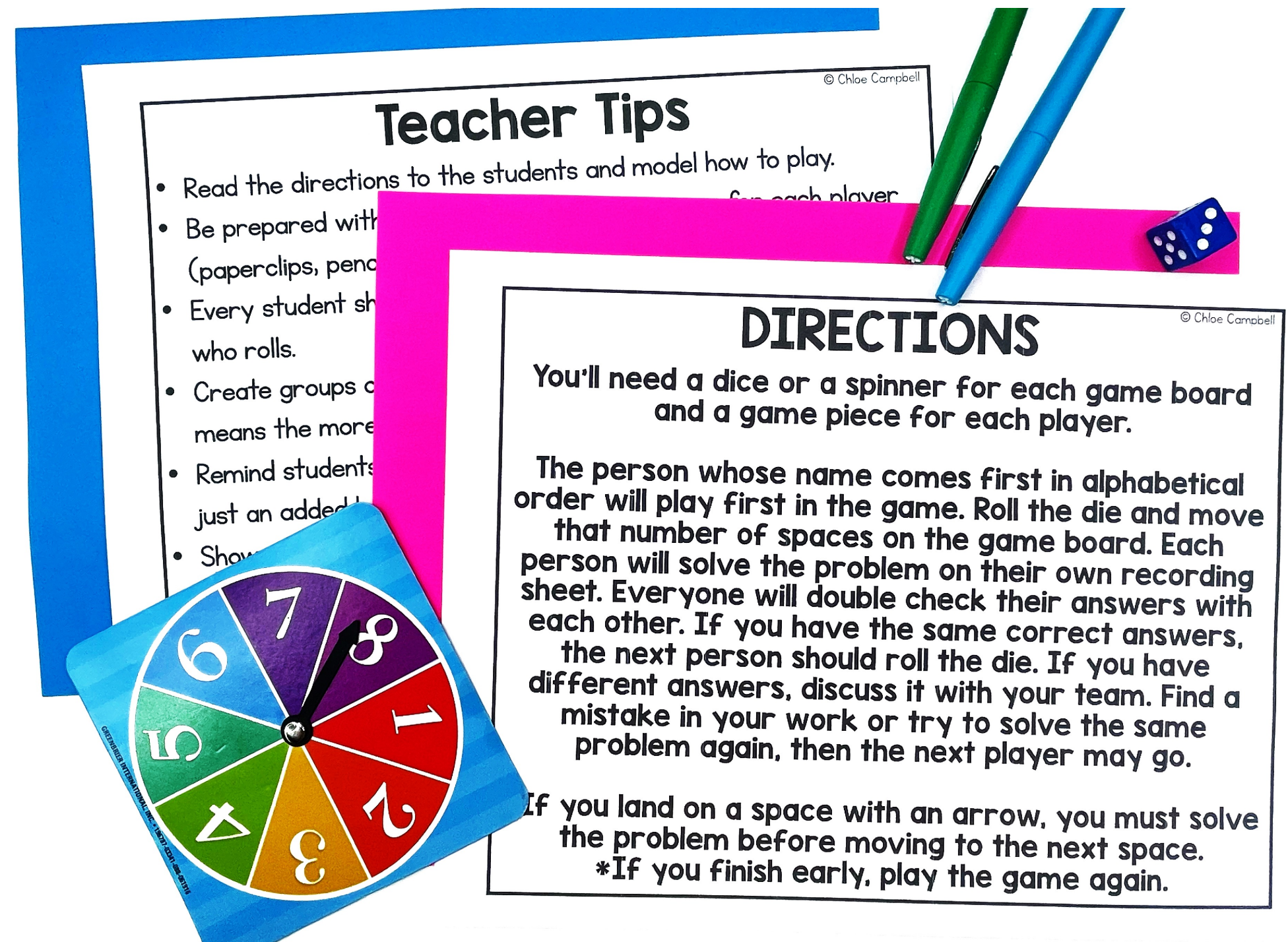
Math Skills Included:



Apply the Pythagorean Theorem to solve problems involving the distance between two points in a coordinate plane

You'll Receive

- ★ Teacher Tips
- ★ Student Directions
- ★ Printable Math Board Game
- ★ Recording Sheet
- ★ Answer Key



Pythagorean Theorem: Distance

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!

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

solve a problem! solve a problem! solve a problem! solve a problem! solve a problem!

Student Recording Sheet

Name _____

Pythagorean Theorem: Distance Recording Sheet

1 $PQ = 9.2$	2 $PQ = 10.2$	3 $PQ = 12.65$	4 $PQ = 18.97$
5 $PQ = 24.52$	6 $PQ = 7.09$	7 $PQ = 7.28$	8 $PQ = 9.22$
9 $PQ = 14.21$	10 $PQ = 11.4$	11 $PQ = 24.33$	12 $PQ = 5.66$
13	14	15	16

6 Apply the Pythagorean Theorem to solve for the length of the given side given.

7 Apply the Pythagorean Theorem to solve for the length of the given side given.

3 Apply the Pythagorean Theorem to solve for the length of the given side given.

HAPPY TEACHERS SAID...

“ This was a hit during centers. All students were engaged, and better yet – learning! Love this! ”

“ 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. ”

“ 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! ”

What's the Best Way to Use this Game?

- ✓ Math Centers or Stations
 - ✓ Whole Group Practice
 - ✓ Morning Work
 - ✓ Partner Activity
 - ✓ Early Finisher Tasks
 - ✓ Substitutes

Tips for Playing Math 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 Games:

- ★ Remind students that the focus is not playing the game...that's just an added bonus! The focus should be on practicing the 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 lead to an increase of 34.755% in student performance

(ScienceDirect, 2020).

Students won't even realize they are learning!

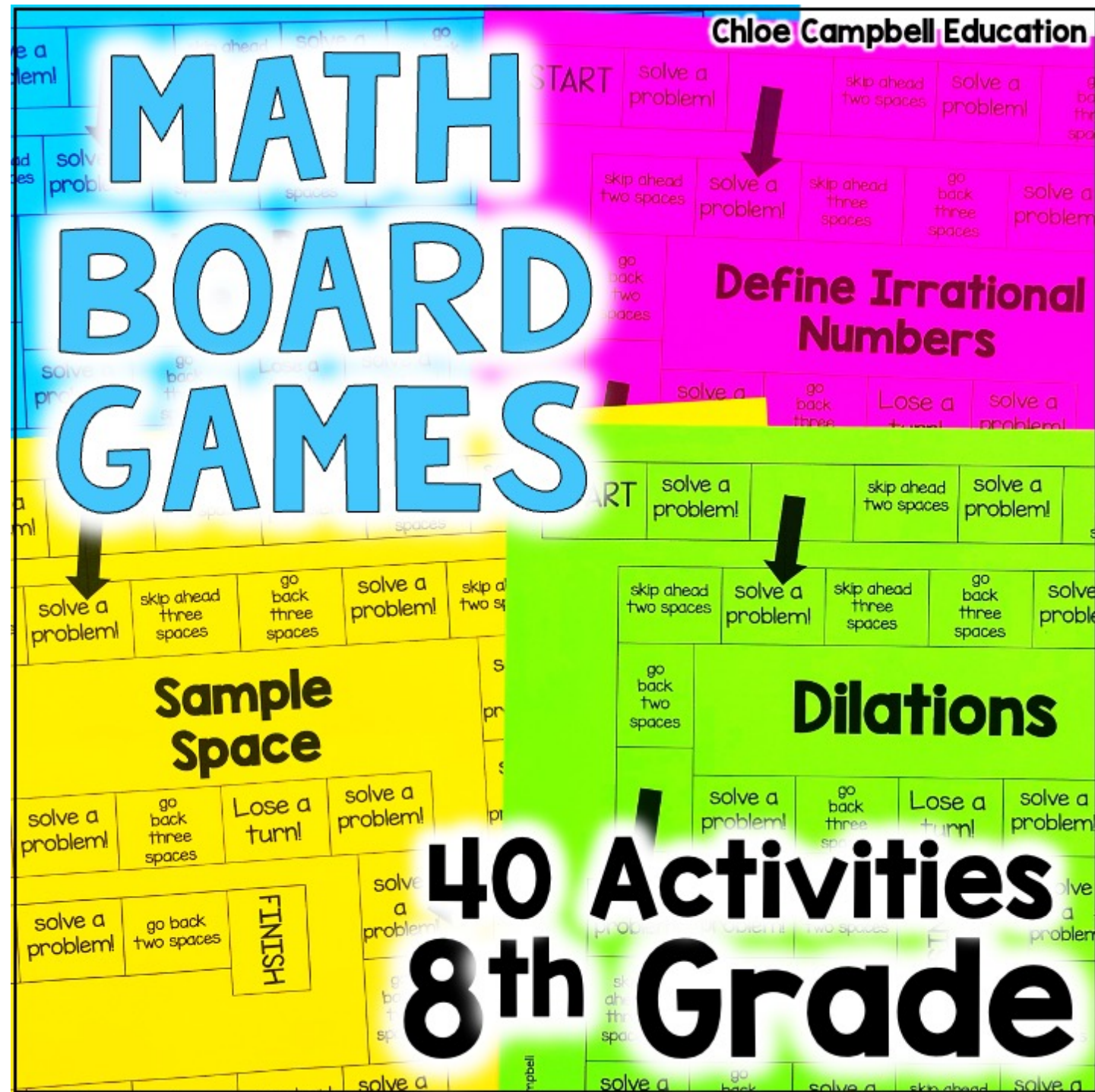
The image displays a collection of educational resources for a game based on the Pythagorean Theorem. At the top left is a pink spinner with numbers 1 through 9. To its right is a blue bin containing several white dice. Below the spinner is a small green succulent and a white seashell. The central focus is a game board titled "Pythagorean Theorem: Distance". The board features a path of squares with instructions such as "solve a problem!", "skip ahead two spaces", and "go back three spaces". Three colored pawns (blue, yellow, and green) are placed on the board. To the right of the game board are three worksheets, each showing a coordinate plane with points P and Q, and a prompt: "Apply the Pythagorean Theorem to solve for the length of the given side given." Below the game board is a "Pythagorean Theorem: Distance Recording Sheet" with a grid for recording results. A pink pen is resting on the recording sheet.

1	2	3	4
$PQ = 9.2$	$PQ = 10.2$	$PQ = 12.65$	$PQ = 18.97$
$PQ = 24.52$	$PQ = 7.09$	$PQ = 7.28$	$PQ = 9.22$
$PQ = 14.21$	$PQ = 11.4$	$PQ = 24.33$	$PQ = 5.66$
13	14	15	16

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and student
achievement increase!

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