

Raging Rectangles

Building Fluency: area and perimeter

Materials: a pair of dice, gameboard, and crayons or colored pencils

Number of Players: 2

Directions:

1. In turn each player rolls the dices. A player outlines and colors a rectangle on the gameboard to match the dice.
Example: a roll of 6 and 3 = a 6×3 rectangle or a 3×6 rectangle
2. Player writes an equation to represent total number of squares (area) in the center of the rectangle.
3. A player loses a turn when he rolls and cannot fit his rectangle on the gameboard. Game is over when neither player can draw a rectangle. Winner is the player with the most squares colored on the gameboard.

Variation/Extension: Teacher can change the dimensions of the gameboard or let each player have their own gameboard. They could also find the total area of their gameboard. Player with largest area wins.

