# Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_



## Grade 3 Math Extension Menu

**Concept and/or Topic: Area and Perimeter**

**Directions: Choose** a learning activity from one square to complete. **Circle**the number of the learning activity you choose. If you choose the square, “Write your idea here,” please see the teacher for approval.

**Turn** inthis paper with your work.

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| --- | --- |
| 1. **Trace** your bare foot on a piece of graph paper. **Color** in the shape. **Trace** your hand with your fingers and thumb together on another sheet of graph paper and **color** in that shape. **Count** the whole squares and the more than half-covered squares on your hand shape. **Count** the whole squares and the more than half-covered squares on your foot shape. **Compare** the results for your hand and foot to **determine** which has the largest area. | 2. **Locate** the website *Everything You Wanted to Know About Perimeter and Area* printed at the bottom of this page. **Click** on Perimeter. **Read** the information. **Select** the level of difficulty for the game you will play**. Play** the game. **Record** your score  here \_\_\_\_\_\_\_\_ .  Challenge: **Play** the Area Game. **Record** your score here\_\_\_\_\_\_\_\_ . |
| 3. **Use** 8 square tiles. **Arrange** them so that one side of each square touches one side of at least one other square. **Determine** the arrangement that forms the greatest perimeter. **Draw** and **label** your arrangement on graph paper. **Determine** the arrangement that forms the least perimeter. **Draw** and **label** that shape on the graph paper. | 4. **Fold** a piece of paper in half. **Label** one side *perimeter*. **Define** *perimeter* in that section. **Write** a word problem below the definition that uses *perimeter*. **Label** the other side *area*. **Define** area in that section. **Write** a word problem below the definition that uses *area*. |
| 5. **Write** your idea here.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | 6. **Locate** the WebQuest *Using Area and Perimeter to Design a Fun House* from the website below. **Complete** *Area Explorer* and *Perimeter Explorer* Tasks. **Complete** Tasks 2-5 from the *In the Classroom* Section.  <http://its.guilford.k12.nc.us/webquests/areaperim/areaperim.htm> |

<http://www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks2/maths/perimeter_and_area/>

**Teacher Resource Page**

Grade 3 Math Extension Menu

**Concept and/or Topic: Area and Perimeter**

**Intended Purpose: Culminating Activity and/or Extension Activity**

**Standard(s) and Indicators Addressed:**

Box 1: MA.300.30.26 Estimate and count to find the area of geometric figures and pictures on a grid up

to 50 square units

Box 2: MA.300.30.25 Estimate and determine perimeter of geometric figures and pictures on a grid up

to 50 units

MA.300.30.26 Estimate and count to find the area of geometric figures and pictures on a grid up

to 50 square units

Box 3: MA.300.30.25 Estimate and determine perimeter of geometric figures and pictures on a grid up

to 50 units

Box 4: MA.300.30.25 Estimate and determine perimeter of geometric figures and pictures on a grid up

to 50 units

MA.300.30.26 Estimate and count to find the area of geometric figures and pictures on a grid up

to 50 square units

Box 6: MA.300.30.25 Estimate and determine perimeter of geometric figures and pictures on a grid up

to 50 units

MA.300.30.26 Estimate and count to find the area of geometric figures and pictures on a grid up

to 50 square units

**Organizational Tips:**

Box 1: Provide graph paper, pencils, crayons, or colored pencils.

Box 2: Make a bookmarked page of

<http://www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks2/maths/perimeter_and_area/>.

Extension websites for teacher use:

<http://www.mathplayground.com/geometryMovie.html>

<http://www.mathplayground.com/SolveIt_main.html>

<http://www.funbrain.com/poly/>

Box 3: Provide square tiles and graph paper.

Box 4: Provide paper.

Box 6: Make a bookmarked page of <http://its.guilford.k12.nc.us/webquests/areaperim/areaperim.htm>. Provide graph paper.