



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

## Math Lab #14—Area and Perimeter

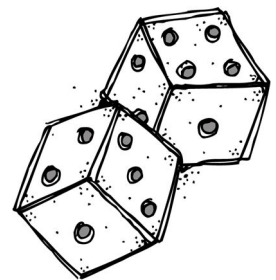
1. With a partner, roll the two dice to find the area of the rectangle you will draw. Multiply the 2 numbers to calculate the area.

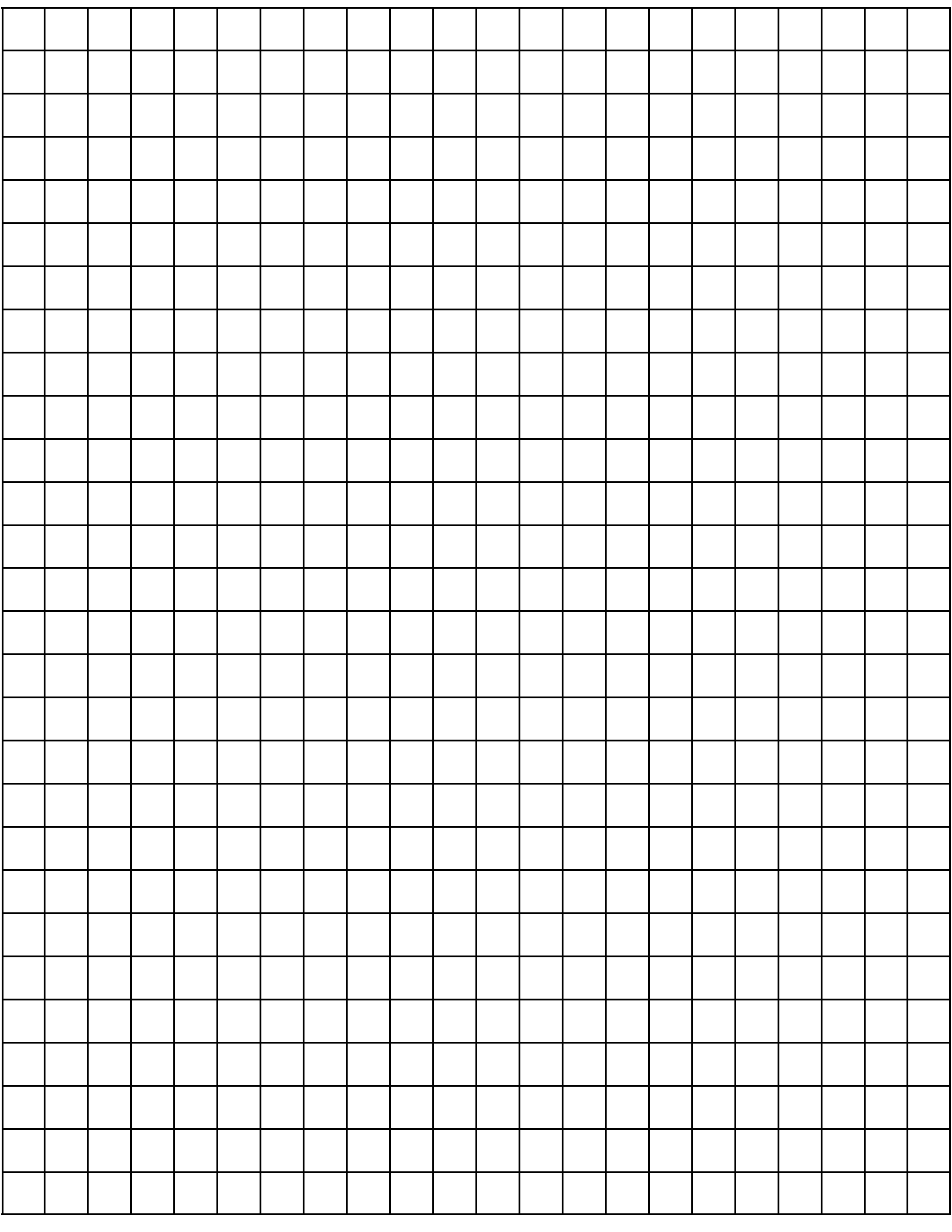
**Example:** If you rolled a 3 and 6, the area would be  $3 \times 6 = 18$ .

2. Draw the rectangle on the graph paper, label the sides and write the area inside the rectangle. Show your equations in the space below.
3. Calculate the perimeter of the rectangle you drew.
4. Color in your rectangle if it is larger in area than your partner's rectangle for each turn.

Write the equation and area for all 10 of your rectangles.

	equation		equation
area 1		Perimeter 1	
area 2		Perimeter 2	
area 3		Perimeter 3	
area 4		Perimeter 4	
area 5		Perimeter 5	
area 6		Perimeter 6	
area 7		Perimeter 7	
area 8		Perimeter 8	
area 9		Perimeter 9	
area 10		Perimeter 10	





## Math Lab #14—Area and Perimeter

**Materials:** six-sided dice  
graph paper for each student

**Goal:** Students create a rectangle with a certain area. They try to create one with the biggest area.

**Procedure 1 Example:** Students roll the two 6-sided dice to find the side lengths of the rectangle they will draw. They draw the rectangle on the graph paper, label the sides, and calculate the area and perimeter. They try to draw a rectangle with an area greater than that of their partner. They color in the rectangle if they had the greatest area. Whomever has the most colored rectangles after 10 rolls wins.