

# Cut a Rug

**Building Fluency:** understand area and perimeter

**Materials:** pair of dice, recording sheet, centimeter grid paper

**Number of Players:** 2

**Directions:**

1. Player tosses the dice, finds the sum and puts the total in the length box. The player tosses the dice again to find the width.
2. Using the length and width, the player creates a rectangle on the grid paper and records the perimeter and area on the recording sheet. Then Player 2 does the same.
3. After each round the players look at their numbers together. Which player has the greater area? Which player has the greater perimeter? Is the perimeter always bigger? Always smaller? Can they be the same?
4. After 4 rounds, players total their perimeters and their areas. The winner has the highest total area.

**Variation/Extension:** Once students understand how to play this game they can create their own table in their math notebook. "I Get Around" is a variation of this game.

## PLAYER 1

Round	Length	Width	Perimeter	Area
1				
2				
3				
4				
<b>Total Score</b>				

## PLAYER 2

Round	Length	Width	Perimeter	Area
1				
2				
3				
4				
<b>Total Score</b>				

