

Player #1

Player #2



Roll A Rectangle

Directions:

1. Roll two, 6-sided dice. These numbers create the dimensions of a rectangle.
2. Record the roll on one side of your tally sheet.
3. Draw the shape on your grid paper.
4. On tally sheet, write both the area (the number of squares included in the rectangle on the grid paper; and the perimeter, (the number of box that would be passed if you could walk around the rectangle).

Sample

In the figure above, the roll would have been a 2 and a 3. The area is 6 square units. The perimeter is 10 units.