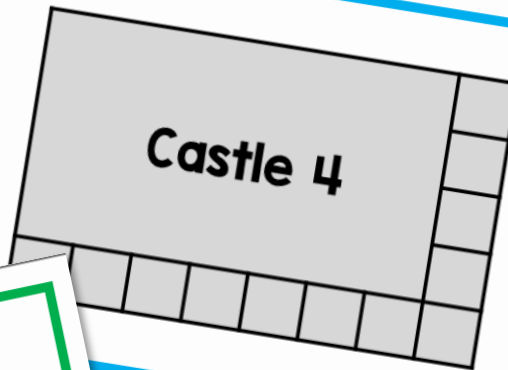


Area & Perimeter

Capture the Castle Game

MARVELMath

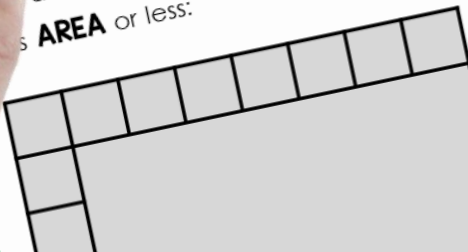


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Dragon 1

A dragon can capture a castle with
AREA or less:



VS.

**3rd
GRADE**

Engaging Game students will love Playing Again and Again

DRAGON Recording Sheet



Record the perimeter or area of the castle each dragon can capture as you play each card. Shade in the dragon number dragon was able to capture the castle on that round.

Dragon

Can Capture a Castle with this Perimeter in units or less

Can Capture a Castle with this Area in sq. units or less

Dragon

Can Capture

6

7

8

9



CASTLE Recording Sheet



Record the perimeter or area of each castle when you play that card in the game. Shade in the castle number if you were able to defend the castle against the dragon in that round.

Castle

Perimeter in units

Area in sq. units

1

2

3

Castle

Perimeter in units

6

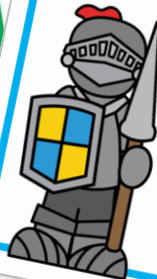
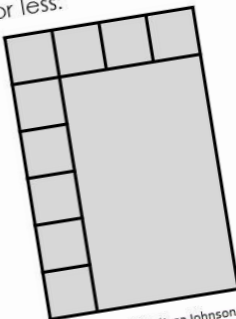
7

8



Dragon 7

This dragon can capture a castle with this **AREA** or less:



Castle 2



Everything You Need for a Math Station:

- Instructions
- Game Cards
- Recording Sheets
- Key

CASTLE Recording Sheet

Record the perimeter or area of each castle when you play that card in the game. Shade in the castle number if you were able to defend the castle against the dragon in that round.

Castle	Perimeter in units	Area in sq. units
1		

Dragon 4

This dragon can capture a castle with this **PERIMETER** or less:

CASTLE KEY

Castle	Perimeter in units	Area in sq. units
1	$4+4+8+8=24$	$4 \times 8=32$
2		

Capture the Castle
Perimeter & Area Game Instructions

For the **Dragon** attacking the castle:

- Mix the **Dragon Cards** and place them face down in front of you. Take the dragon key to check your partner's work.

For the **Knight** defending the castle:

- Mix the **Castle Cards** and place them face down in front of you. Take the dragon key to check your partner's work.

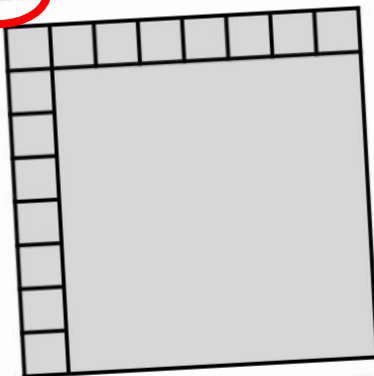
Castle 1

Game Practices Both Area and Perimeter



Dragon 5

This dragon can capture a castle with this **AREA** or less:

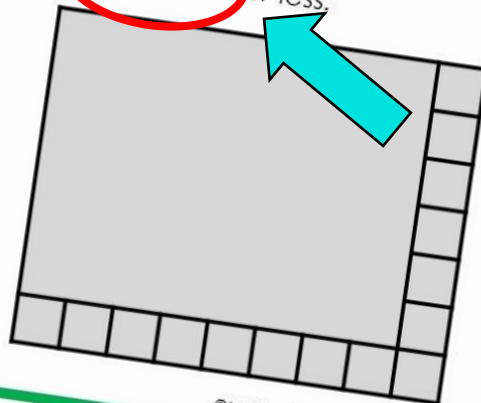


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Dragon 6

This dragon can capture a castle with this **PERIMETER** or less:



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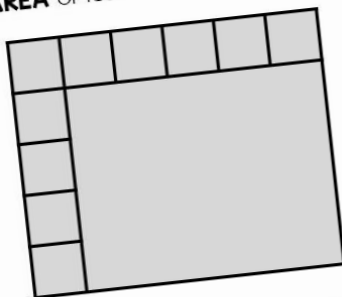
Key Included to make the game Self-Checking

CASTLE KEY			
Castle	Perimeter in units	Area in sq. units	Castle
1	$4+4+8+8=24$	$4 \times 8 = 32$	6
2	$4+4+9+9=26$		
3	$6+6+7+7=26$		
4	$6+6+8+8=28$		
5	$7+7+11+11=36$		



Dragon q

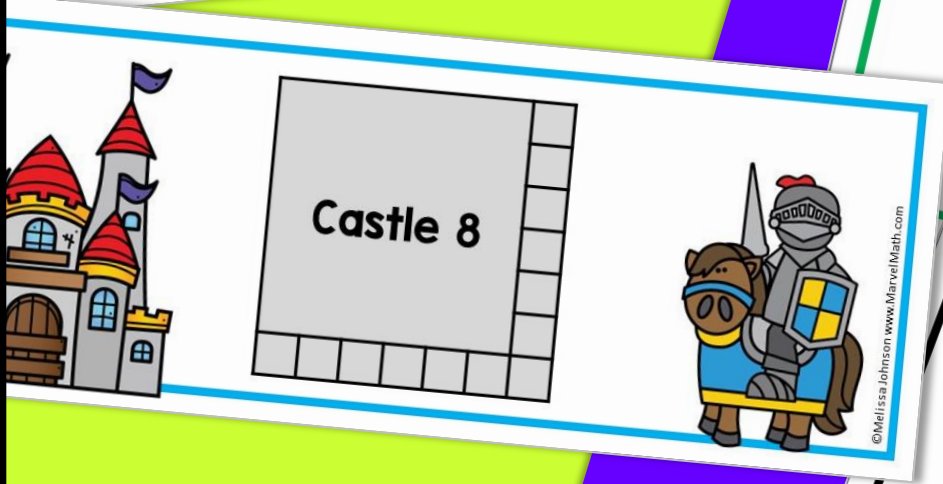
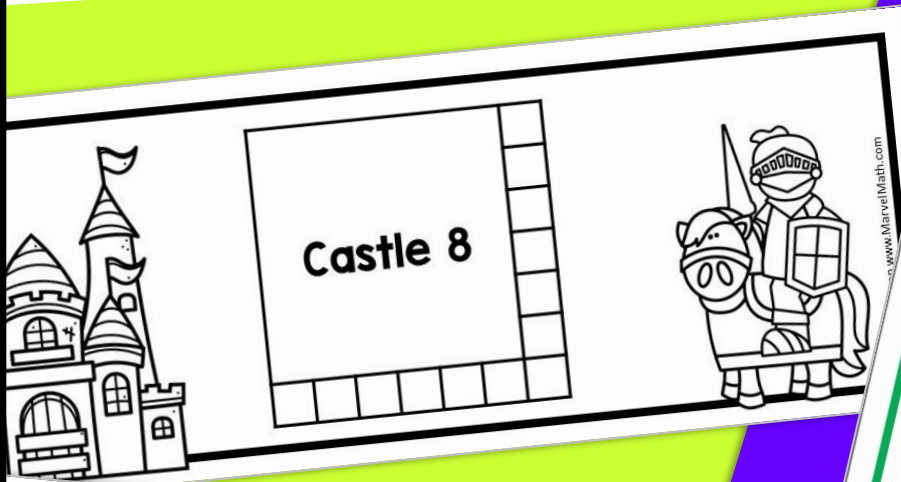
This dragon can capture a castle with this **AREA** or less:



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DRAGON KEY			
Dragon	Can Capture a Castle with this Perimeter in units or less	Can Capture a Castle with this Area in sq. units or less	Can Capture Castle with this Perimeter in units or less
6	$5+5+8+8=26$	$5 \times 8 = 40$	$7+7+9+9=32$
7	$6+6+10+10=32$	$10 \times 6 = 60$	$6+6+4+4=20$
8	$7+7+7+7=28$	$5 \times 7 = 35$	$3+3+7+7=20$
9	$8+8+6+6=28$	$9 \times 6 = 54$	$5+5+6+6=22$
10	$8+8+8+8=32$	$8 \times 8 = 64$	$3+3+9+9=24$

Color and Blackline Versions Included



About the Author

This resource was created by Melissa Johnson, who has 16 years of k-10 teaching experience and a masters degree in Mathematics Education. Her resources build conceptual understanding, make connections between math topics and engage students in the mathematics they are learning.



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