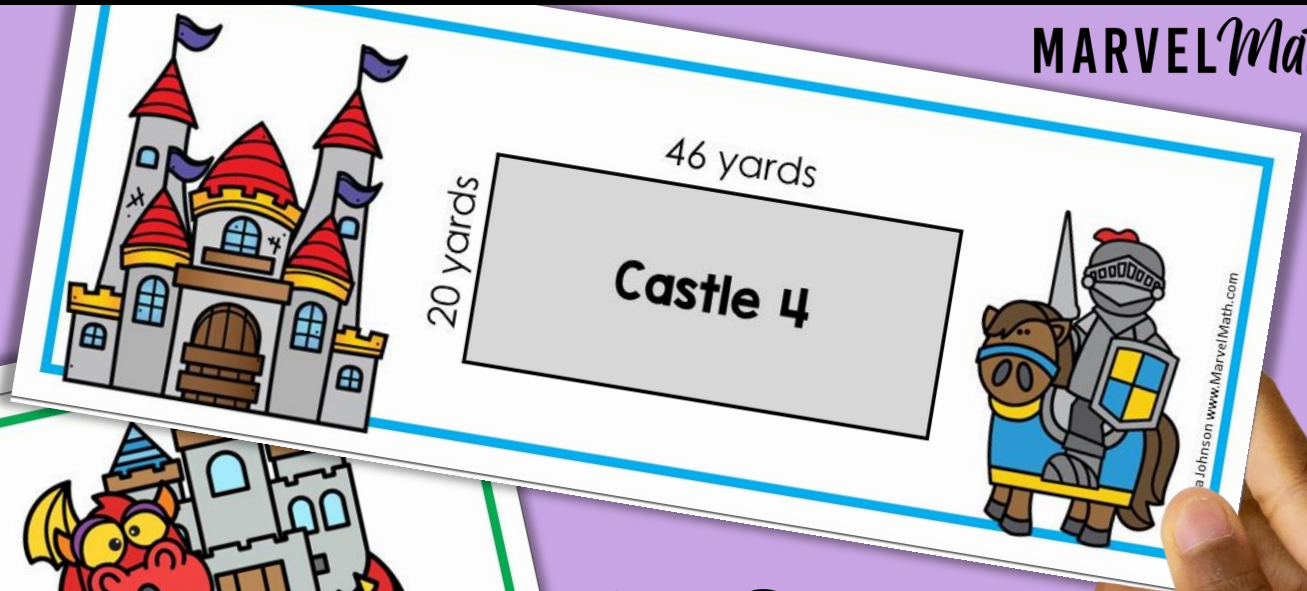


# Area & Perimeter

## Capture the Castle Game

MARVELMath



VS.

4th  
GRADE

# Engaging Game students will love Playing Again and Again

## 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      |                    |                   |

| Castle | Perimeter in units |
|--------|--------------------|
| 6      |                    |
| 7      |                    |
| 8      |                    |
| 9      |                    |
| 10     |                    |

## 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 if the 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 |
|--------|-----------------------------------------------------------|----------------------------------------------------------|
| 1      |                                                           |                                                          |
| 2      |                                                           |                                                          |
| 3      |                                                           |                                                          |
| 4      |                                                           |                                                          |

| Dragon | Can Capture a Castle with this Perimeter in units or less |
|--------|-----------------------------------------------------------|
| 6      |                                                           |
| 7      |                                                           |
| 8      |                                                           |
| 9      |                                                           |



### Dragon 7

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

25 yards

8 yards



15 yards

25 yards

### 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      |                    |                   |

**CASTLE KEY**

| Castle | Perimeter in yards | Area in sq. yards |
|--------|--------------------|-------------------|
| 1      | 98                 | 544               |

**Dragon 4**

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

32 yards

6 yards

**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 **Castle** defending:

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

**Castle 1**

32 yards

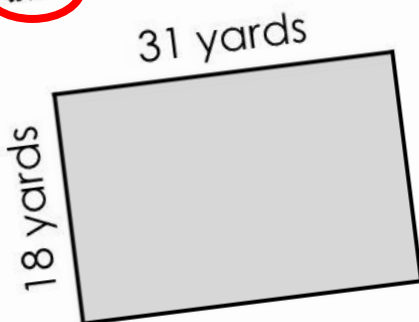
17 yards

# Game Practices Both Area and Perimeter



**Dragon 5**

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



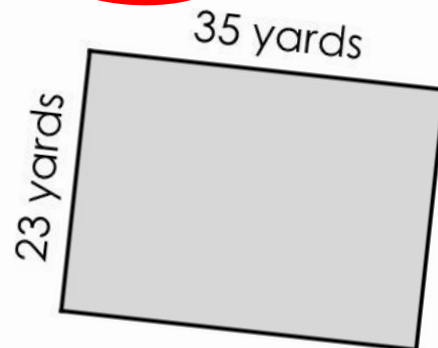
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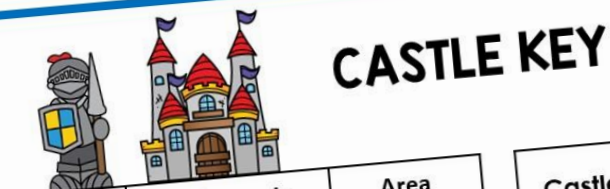
**Dragon 6**

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

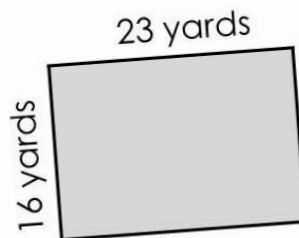
| Castle | Perimeter in yards | Area in sq. yards |
|--------|--------------------|-------------------|
| 1      | 98                 | 544               |
| 2      | 80                 | 1,485             |
| 3      | 144                | 1,395             |
| 4      | 132                | 92                |
| 5      | 92                 | 544               |

| Castle |
|--------|
| 6      |



### Dragon 9

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



## DRAGON KEY

Dragon

Can Capture a Castle with this Perimeter in yards or less

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

1,395

1,485

651

832

558

Dragon

Can Capture a Castle with this Perimeter in yards or less

6

116

7

86

8

122

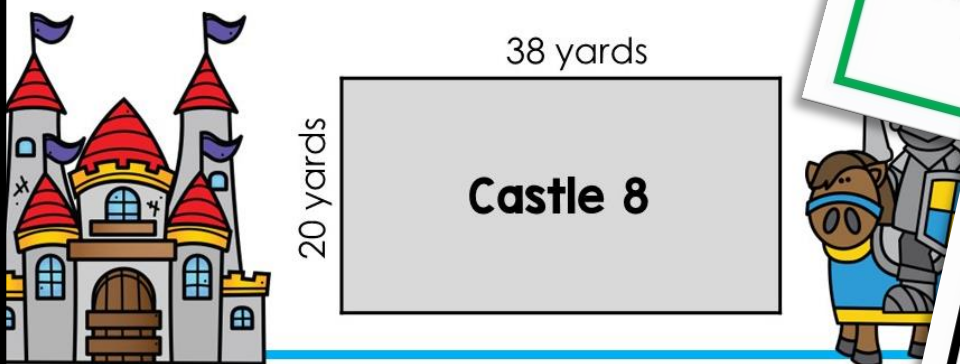
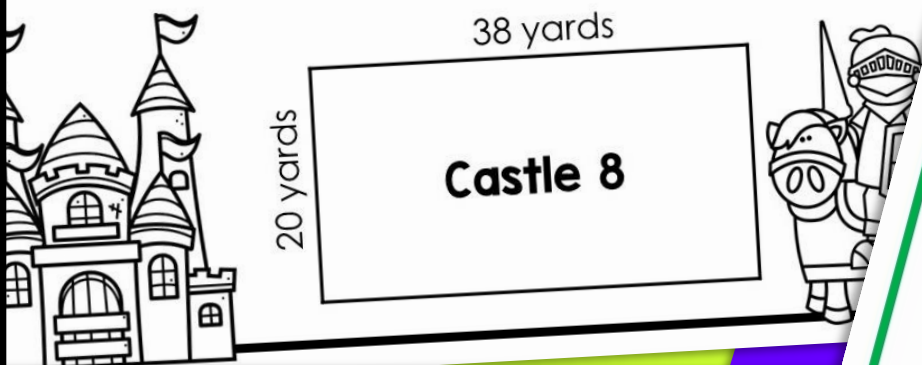
9

78

10

102

# 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.



**MARVEL** Math