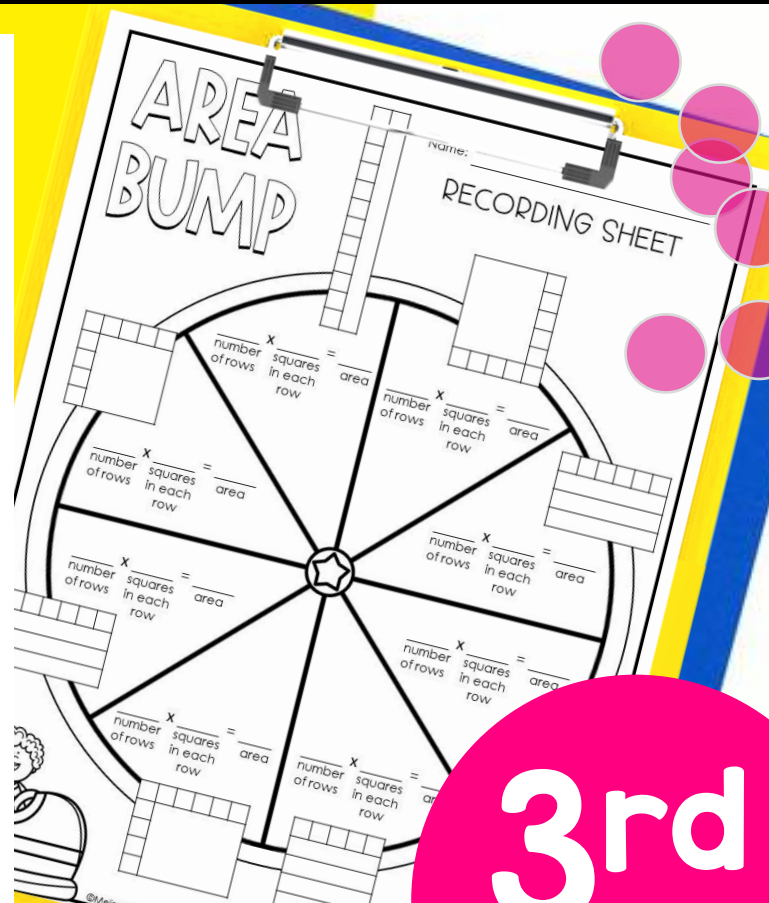
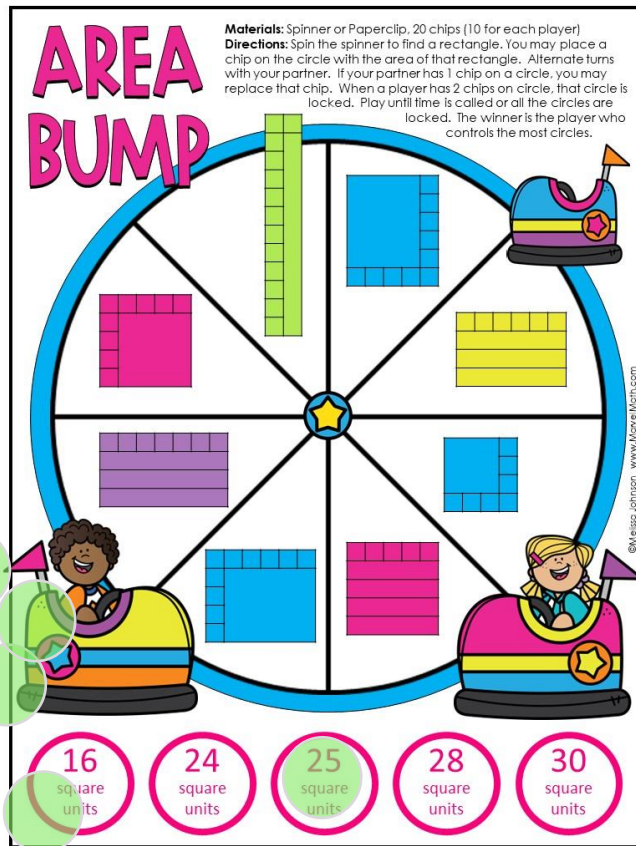


MEASUREMENT

Area, Perimeter, Time, Weight & Capacity



3rd
GRADE

No Prep Games

MARVEL Math

No Prep Games

Just Print & Play!

ELAPSED TIME GAME BOARD



START



WIN!

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MARVELMath

ADVANCED ELAPSED TIME

Materials: 1 die, 2 game chips

- Directions:**
1. Roll the die to select a problem.
 2. Roll the die again to select a clock to use with your problem.
 3. Solve the problem and have your partner check your work using the key.
 4. If you are correct, you may roll the die again and move forward that many spaces on the game board.

Practice started at the time on the clock. Practice lasted for 45 minutes. After practice you talked to your coach for 10 minutes. At what time did you finish talking to your coach?



You and your sister started playing a game at the time on the clock. Your sister played with you for 45 minutes. Then you played for 20 more minutes with your friend. At what time did you finish playing the game?



You are baking cupcakes with a friend. You started at the time shown on the clock and spent 15 minutes mixing ingredients. Then you put the cupcakes in the oven. They baked for 20 minutes. Then they cooled for 15 minutes. What time will they be done cooling?



You watched a video that was 15 minutes long. The video ended at the time shown on the clock. What time did the video start?



You got home from football practice at the time shown on the clock. You spent 20 minutes eating. Now you need to do your chores before you can play video games. It will take you 25 minutes to finish your chores. At what time will you be done with your chores?

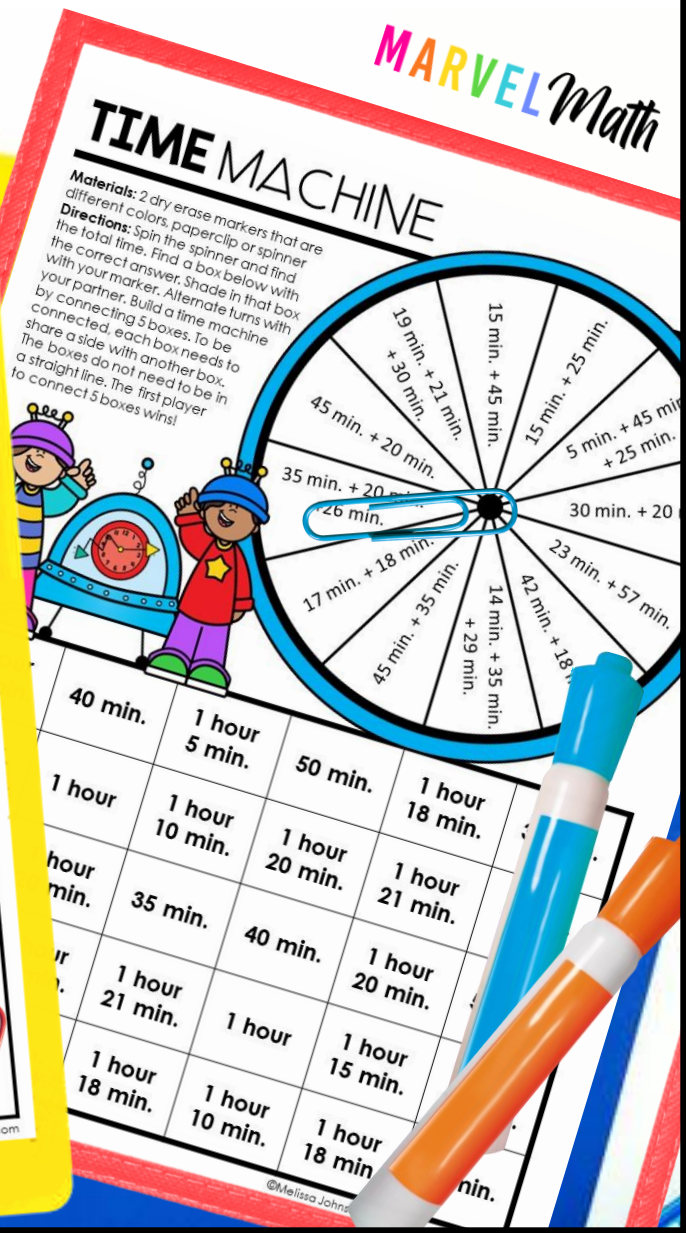
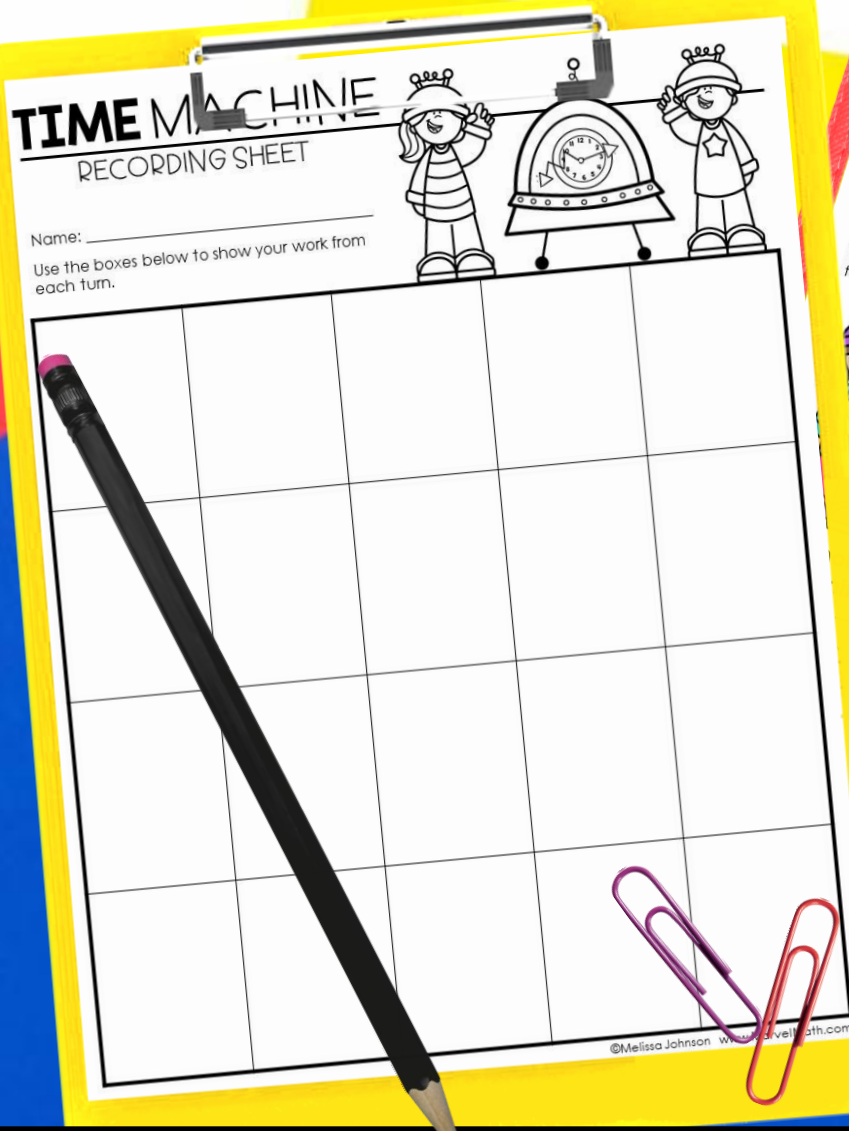


You spent 25 minutes reading today. You finished reading at the time shown on the clock. What time did you start reading today?



Fun Games

for easy-to-use math stations



Engaging Games

Your students will love playing

PERIMETER TIC-TAC-TOE

FIND THE MISSING SIDE

Materials: Dry erase markers

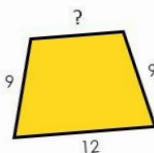
Directions: Players take turns solving problems in the tic-tac-toe board. If the player solves a problem correctly, they may put an "X" or an "O" in that section. Play until someone wins or it is a tie.

BOARD #1

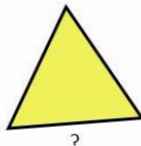
The perimeter of this square is 36 feet.



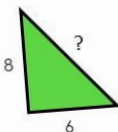
Perimeter = 38



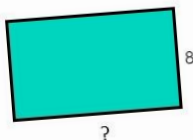
The perimeter is 18 inches. Each side is the same length.



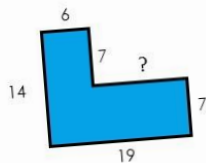
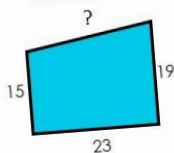
Perimeter = 24



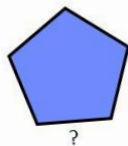
Perimeter = 40



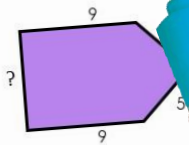
Perimeter = 81



Perimeter = 66



The perimeter is 25 inches. Each side is the same length.



Perimeter = 36

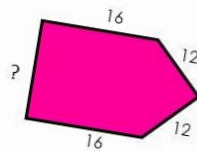
PERIMETER TIC-TAC-TOE

FIND THE MISSING SIDE

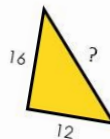
Materials: Dry erase markers

Directions: Players take turns solving problems in the tic-tac-toe board. If the player solves the problem correctly, they may put an "X" or an "O" in that section. Play until someone wins or it is a tie.

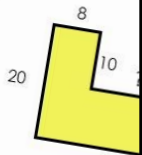
BOARD #2



Perimeter = 71



Perimeter = 48



Perimeter = 9

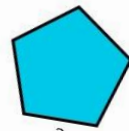
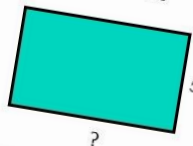
The perimeter of this square is 36 feet.



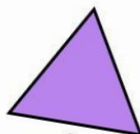
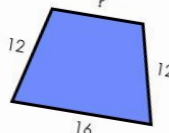
Perimeter = 34



Perimeter = 28



Perimeter = 50



The perimeter is 27 inches. Each side is the same length.

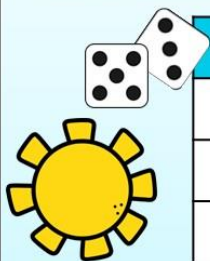
Color and Blackline Versions

For every game

CAPACITY COVER UP

Materials: 2 dice, 20 counters (10 per player)

Directions: Roll both dice and add them together. Find the sum of the dice on the chart and look at the capacity given. On your game board, find a picture that shows that volume of liquid and place a chip on it. If you roll a sum of 12, you may remove a chip from the other player's game board and place one of your chips anywhere on your own game board. Take turns until one player covers all the boxes on his or her game board!



Sum of Dice	Capacity
2	150 mL
3	3 fluid oz.
4	$\frac{1}{2}$ cup
5	50 mL
6	1 cup
7	



PLAYER 1

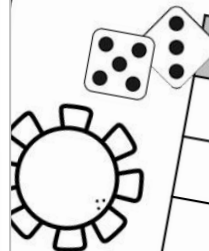


MARVEL Math

CAPACITY COVER UP

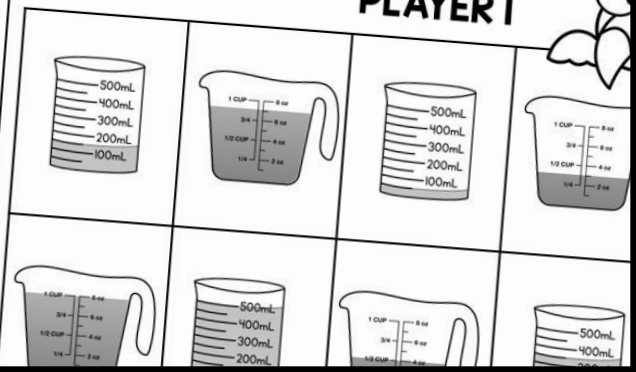
Materials: 2 dice, 20 counters (10 per player)

Directions: Roll both dice and add them together. Find the sum of the dice on the chart and look at the capacity given. On your game board, find a picture that shows that volume of liquid and place a chip on it. If you roll a sum of 12, you may remove a chip from the other player's game board and place one of your chips anywhere on your own game board. Take turns until one player covers all the boxes on his or her game board!



Sum of Dice	Capacity
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PLAYER 1



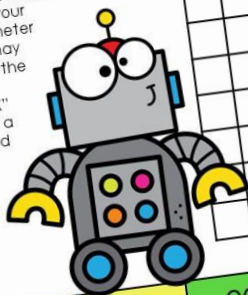
Keys for Every Game

For self-checking math stations

ROLL A RECTANGLE

TO FIND THE PERIMETER

Materials: 2 dice, dry-erase markers
Directions: Roll 2 dice. The numbers rolled are the length and width of your rectangle. Find the perimeter of your rectangle. You may draw your rectangle on the grid to help. Draw your symbol (one player is "X" and the other is "O") in a box on the game board with the perimeter of your rectangle. The first player to have 4 boxes in a straight line (row, column or diagonal) wins!



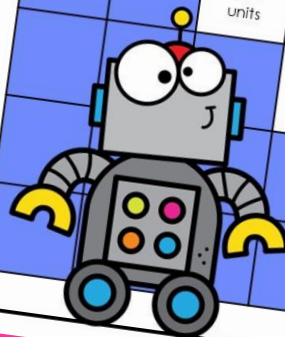
16 units	4 units	10 units	20 units	8 units	18 units
18 units	10 units	8 units	10 units	12 units	16 units
12 units	14 units	6 units	8 units	14 units	20 units
14 units	10 units	12 units	14 units	12 units	16 units
4 units	16 units	22 units	24 units	12 units	18 units
12 units	22 units	14 units	20 units	16 units	14 units

ROLL A RECTANGLE

TO FIND THE PERIMETER **KEY**

LENGTH

4 units	6 units	8 units	10 units	12 units	14 units
8 units	10 units	12 units	14 units	16 units	18 units
12 units	14 units	16 units	18 units	20 units	22 units
16 units	18 units	20 units	22 units	24 units	



Games Cover These Topics

- ✓ Area
- ✓ Perimeter
- ✓ Measurement
- ✓ Elapsed Time
- ✓ Weight and Capacity

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.

