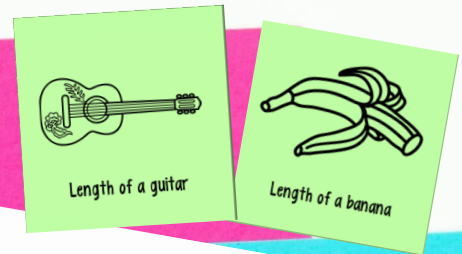
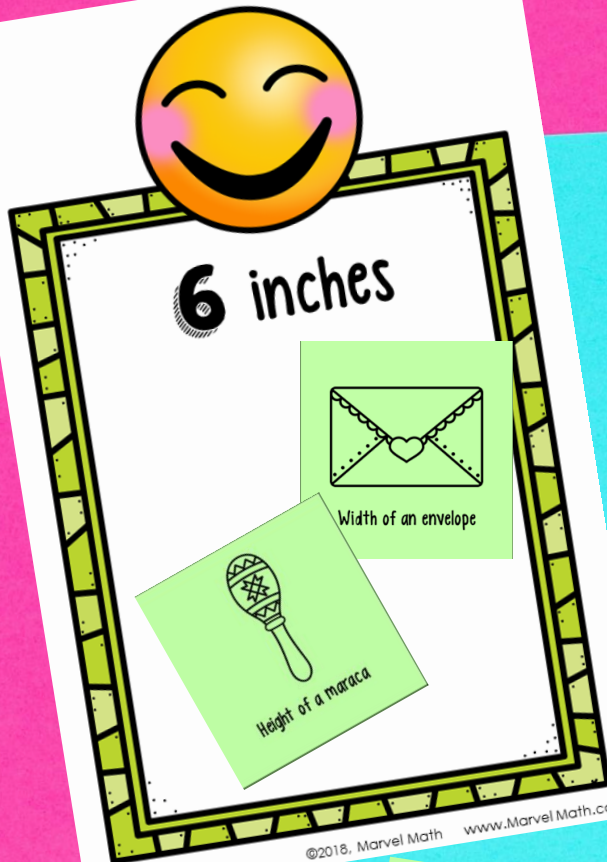


Measurement Game

Relative Size of Units



Fun Practice Students Need



Game is an Engaging Math Station

KEY



5 millimeters



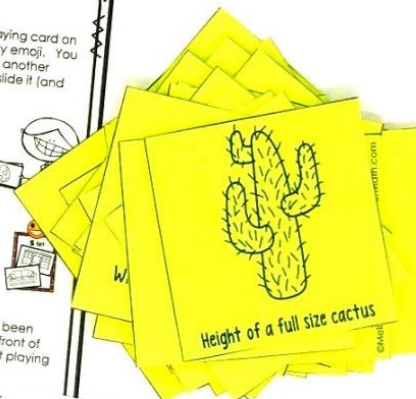
As long as 5 pencil points

EMOJI SLIDERS Game

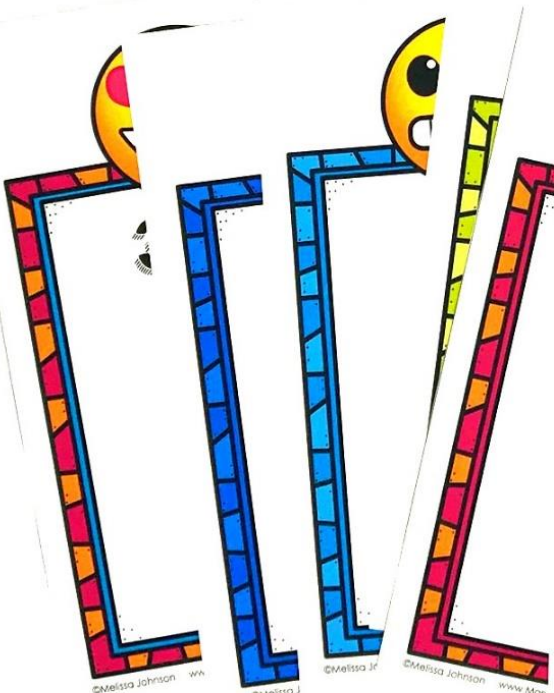
Directions:

1. Lay out all of the emoji cards (6 cards for this game). Each emoji card shows a different length. Shuffle the playing cards and place them in a stack face down.
2. Each player draws 3 playing cards.
3. The first player may lay down one playing card onto the emoji that names the item's approximate length or width. When you lay a card down on an emoji, you take that emoji and every card on it and slide it in front of you. Then draw another card.
4. The next player takes a turn and lays down a playing card on an emoji. You may lay a card down on an empty emoji. You can also lay a card on an emoji that is in front of another player, which allows you to steal that emoji and slide it (and all of the cards on it) in front of you.
5. The game is over when all of the playing cards have been used. Count all of the playing cards on the emojis in front of you at the end of the game. The player with the most playing cards is the winner.

Winner!!!



Height of a full size cactus



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5 millimeters

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APPROXIMATIONS

1 millimeter mm
about the width of a pencil point

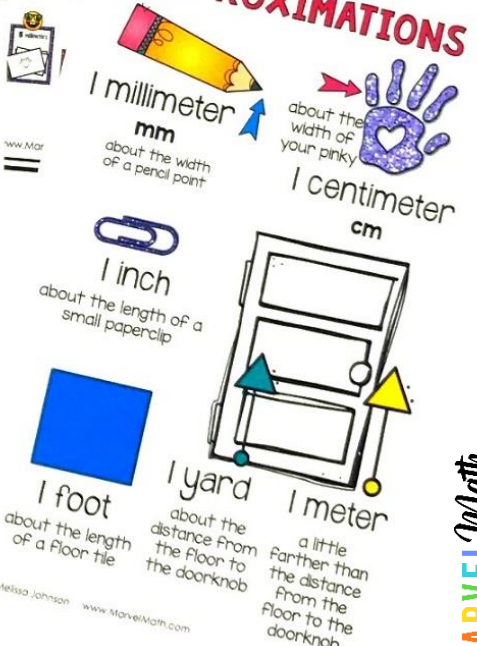
1 centimeter cm
about the width of your pinky

1 inch
about the length of a small paperclip

1 foot
about the length of a floor tile

1 yard
about the distance from the floor to the doorknob

1 meter
a little farther than the distance from the floor to the doorknob



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MARVEL Math

Fun & Engaging Game to practice Approximate Length with Real Life Items



Includes:

- Student Reference Page
- Instructions
- Key



Approximate Length SLIDERS GAME

Directions:

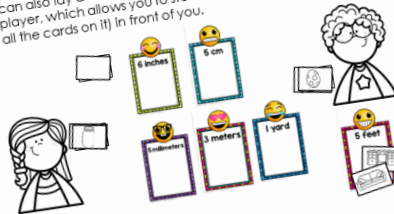
1. Lay out all the emoji cards (6 cards for this game). Each emoji card shows a different length. Shuffle the playing cards and place them in a stack face down.
2. Each player draws 3 playing cards.



3. The first player may lay down one playing card onto the emoji that names the item's approximate length. When you lay a card down on an emoji, you take the emoji and every card on it and slide it in front of you to draw another card.



4. The next player takes a turn and lays down a playing card on an emoji. You may lay a card down on an empty emoji. You can also lay a card on an emoji that is in front of another player, which allows you to steal that emoji and slide it (and all the cards on it) in front of you.



5. The game is over when all the playing cards have been used. Count all the playing cards on the emojis in front of you at the end of the game. The player with the most playing cards is the winner.

Winner!!!

KEY



KEY



KEY



KEY



KEY



KEY



Approximations



1 millimeter
mm

about the width of a pencil point



about the width of your pinky

1 centimeter
cm



1 inch

about the length of a small paperclip



1 foot

about the length of a floor tile



1 yard

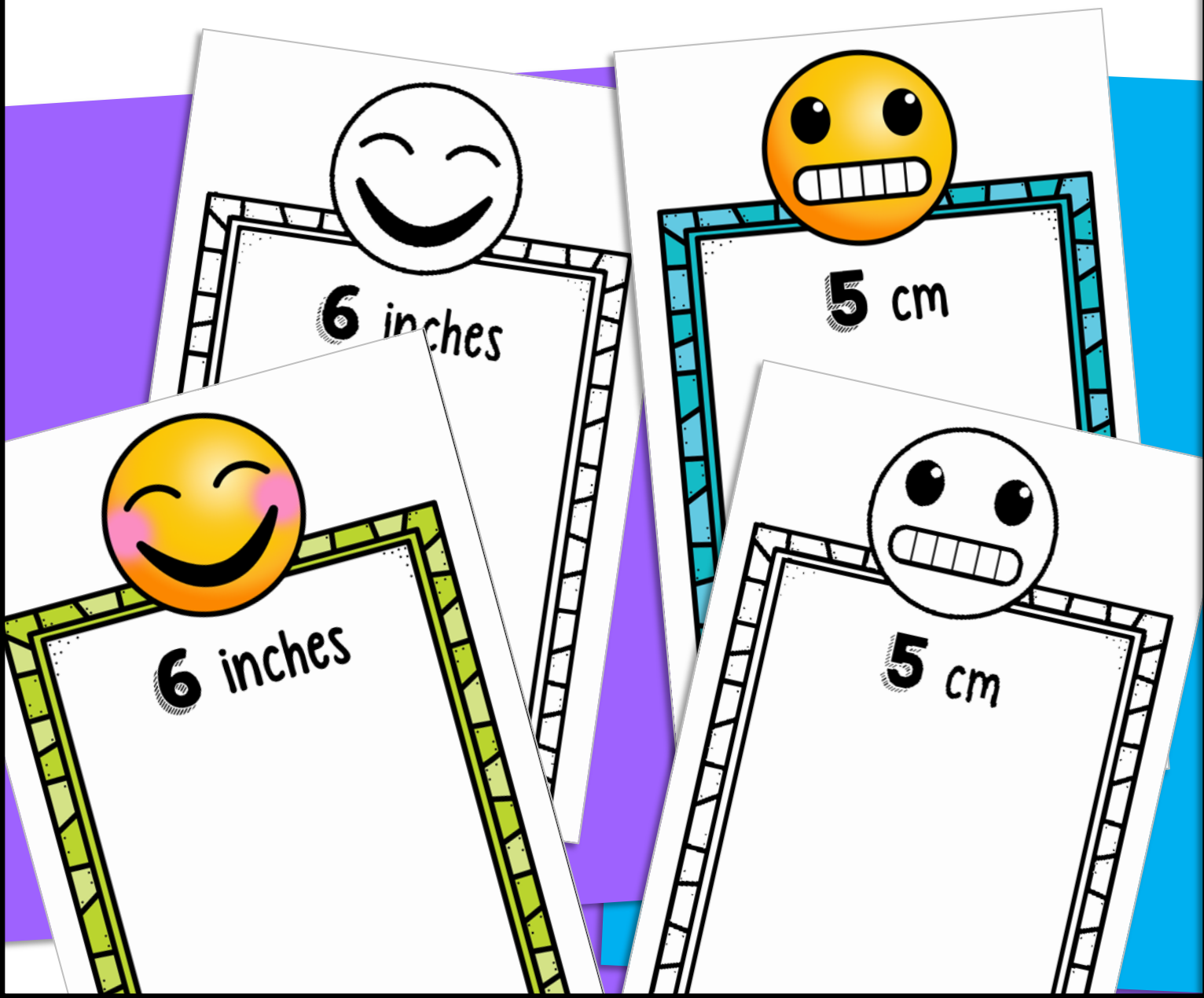
about the distance from the floor to the doorknob

1 meter

a little farther than the distance from the floor to the doorknob

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Black and White & Full Color Versions



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.

