

ONE METRE DASH

Materials:

1 metre ruler or tape measure

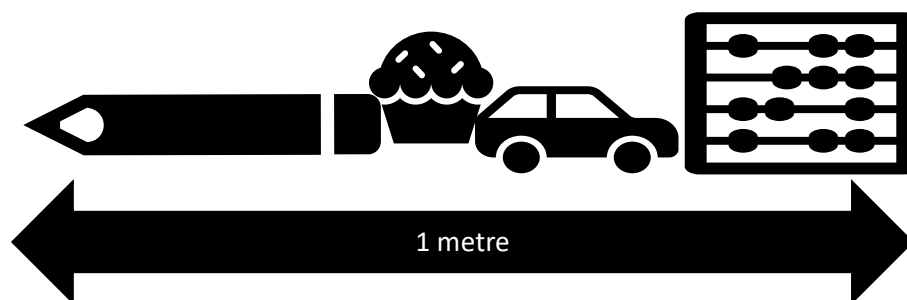
WALT: Use our knowledge of measurement to estimate length.

WILF: Students use known benchmarks to help them estimate length.

Game Objective: To collect items so that the total length is equal to one metre.

Summary:

- Students are put into small groups (3 – 4)
- Each student is asked to collect one object from around the room
- The aim is so when the objects are placed in a line their total length will be one metre
- Students are not allowed to use rulers or other measuring tools but can choose how the objects will be positioned
- After students are satisfied that have reached the one metre target the teacher will measure the length
- If students are over or under, they can change one object to see if they can improve their total length (i.e. get closer to one metre)



General Advice:

The aim of this activity is for students to use know benchmarks (or approximations) to help them to estimate length. For example, a student might know that the width of their hand is about 10 cm or the length of their forearm is just under 30 cm. This information will hopefully assist students when they collect their individual objects. Encouraging students to discuss a possible strategy may help groups have greater success.

Variation:

To modify the game change the total length required from one metre, e.g. collect 4 objects that have a total length of 30 cm, etc. Alternatively, ask the students to collect objects so that the perimeter will be one metre or the objects will cover an area of one square metres, etc.