



ESTIMETRICS



TLW demonstrate a mastery of metric measurements by estimating units

Materials per team:

- Racetrack
- One car per team member (coins, buttons, and small objects also work as game pieces in place of cars)
- 1 die
- Paper/pencil for writing answers (scraps or post-it notes)

Procedure:

1. Group students into teams of 4 or 5 members. Each team will have a racetrack and individual students will have a racecar, paper and a pencil or pen.
2. Have the students estimate various objects in the classroom using metric quantities (length, volume, and mass). Choose only one measurement (length, volume, and mass) each time the game is played to prevent confusion and to enhance learning of the applied measurement.
3. Start by pointing to an object in the room. Ask the students to write on their individual papers how long or wide the object is in centimeters. Let the students know they are competing with their teammates, so they should keep their estimates to themselves.
4. Next, have a volunteer measure the object in centimeters. The student who is closest to the correct answer for a team gets to move his/her racecar the number of students he/she beats within the group. (ex. If the team has 5 students in a group, the winner gets to move 4 places, 2nd place gets to move 3 places, 3rd gets 2 places and 4th gets to move 1 place. The estimate that is 5th does not get to move). The game continues until a racecar crosses the finish line.

😊 To speed up the game, have the winning estimator roll a die with each measurement, and (for all players) multiply the number of moves for each student by the number on the rolled die. Then, each player will move that many places on the track.

See you at the finish line!

Adapted from Dr. Victor M. Showalter.
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