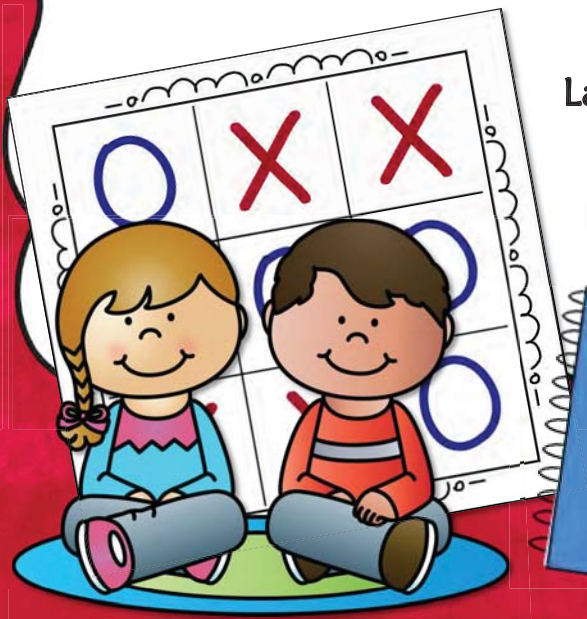
Partner Math Game

Area & Perimeter Tic-Tac-Toss

Created by Laura Candler



CCSS Math
Grades
3 and 4

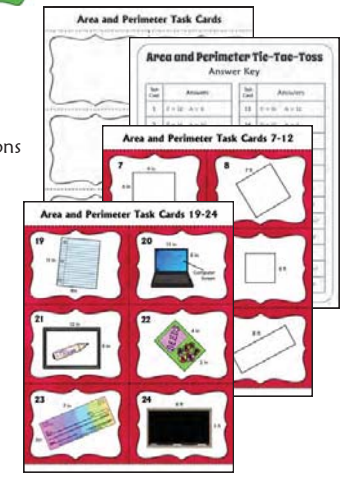
Area & Perimeter Tic-Tac-Toss

Created by Laura Candler
www.lauracandler.com

Area and Perimeter Tic-Tac-Toss is a partner math review game for practicing area and perimeter. Players take a problem card from the top of the deck and flip a coin to determine whether they need to find the perimeter or the area of the figure. If their answer is correct, they place an X or an O on the board. Area and Perimeter Tic-Tac-Toss includes a game board, problem cards, and an answer key. All student materials are available in both color and B&W. QR code answers are available as a separate purchase.

Common Core Math Standards

The task cards included in this game address several measurement standards in grades 3 and 4. You can find a listing of the specific standards at the back of this packet. This game is also a great review for 5th graders who may need practice with area and perimeter.

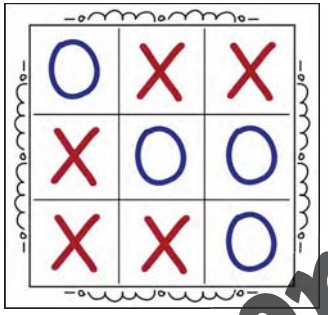


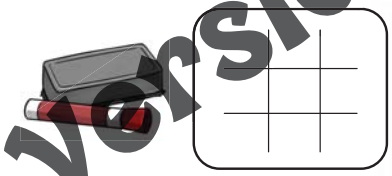
Teaching Tips and Strategies

- Print out a set of 24 Area and Perimeter Task Cards for each game or pair of students. Laminate and cut out.
- Introduce the game to the entire class and have a pair of students model how to play Tic-Tac-Toss. Display the directions on page 3 and demonstrate them in a step-by-step manner.
- Pair students so that they will work with a partner of similar abilities. Pairing a very high student with a low-performing student will frustrate both of them.
- Students can play the game on dry erase boards, or you can use the math manipulatives included. These include a game board and a set of X's and O's to place on the board. Students will also need paper and pencil or dry erase boards and markers to solve the problems. Calculators are optional.
- QR code answers are available as an additional purchase to use instead of the answer key. Print them on the backs of the task cards before cutting out the cards and laminating them. Click here to find them in my TpT store.

Preview Version

Area & Perimeter
Tic-Tac-Toss





Materials:

- Dry Erase Board and Marker or Tic-Tac-Toss Game board
- Area & Perimeter Task Cards
- Tic-Tac-Toss Answer Key
- Coin to flip

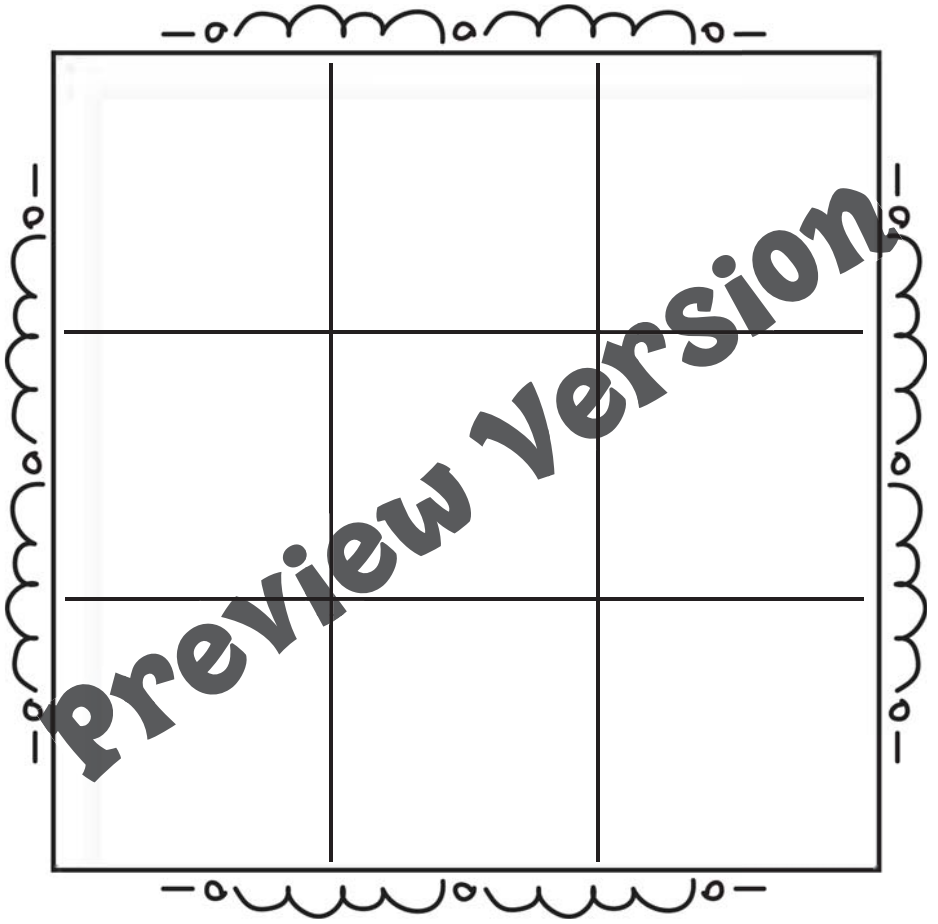
Directions:

1. Shuffle the Area and Perimeter Task Cards and stack them face down next to the Tic-Tac-Toss board. Place the Answer Key face down as well.
2. Decide who will have X's and who will have O's. Draw a Tic-Tac-Toe grid on the dry erase board. (See illustration above)
3. Player 1 turns over the top task card and tosses the coin. He or she finds the area of the figure if the coin lands on heads and the perimeter if it lands on tails. Player 2 checks the answer with the Answer Key.
4. If correct, Player 1 places an X or an O in one square of the Tic-Tac-Toe board. Player 1 loses a turn if the answer is not correct.
5. Player 2 turns over the next task card, tosses the coin, and finds the area or perimeter accordingly. Player 1 checks the answer with the key.
6. The winner is the first player to capture 3 squares in a row vertically, horizontally, or diagonally.

H = Area
T = Perimeter

Preview Version

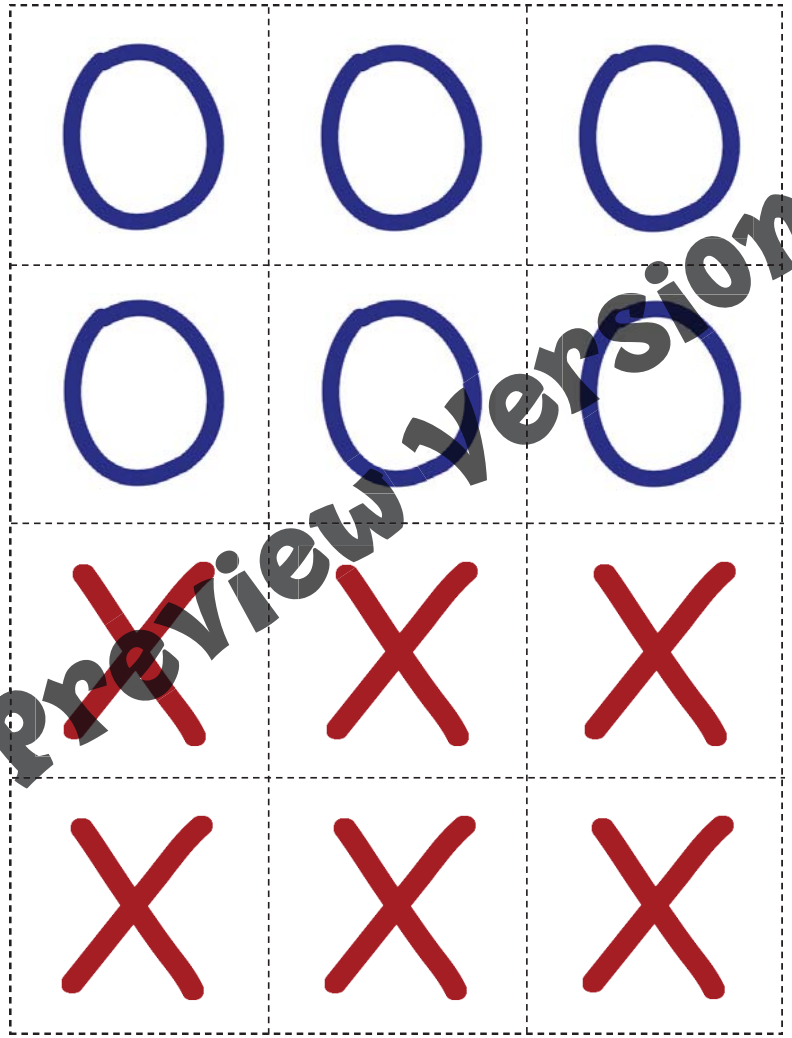
Tic-Tac-Toss Board



Heads = Area
Tails = Perimeter

Preview Version

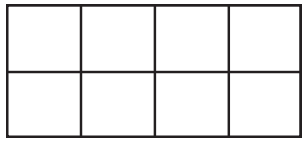
Tic-Tac-Toss X's and O's



Preview Version

Area and Perimeter Task Cards 1-6

1



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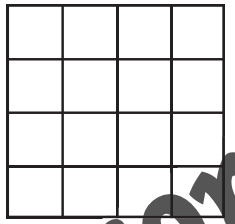

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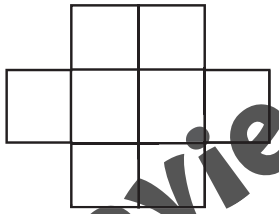

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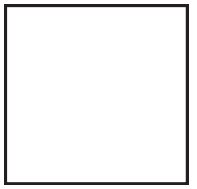
3 in



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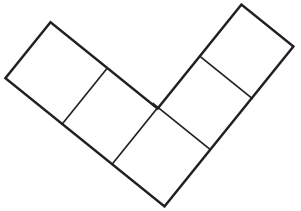
5 in

3 in

6



Preview Version

Area and Perimeter Task Cards 7-12

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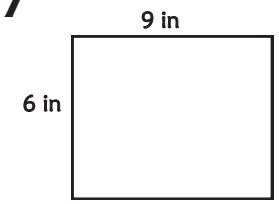

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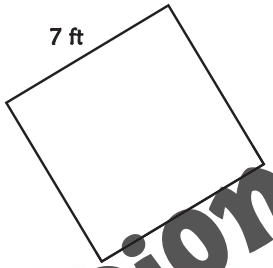

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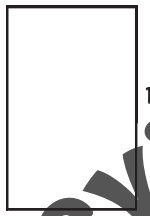

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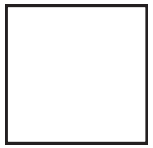

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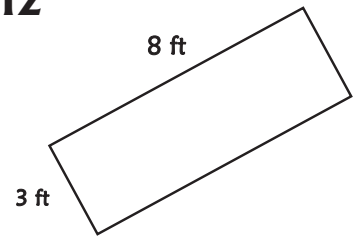
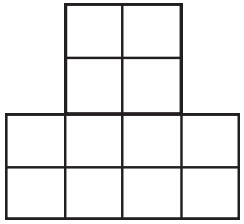


Preview Version

Area and Perimeter Task Cards 13-18

13



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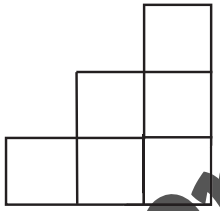

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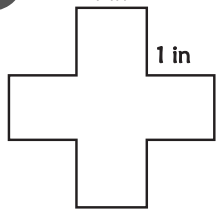
Rectangular tablecloth with a width of 4 feet and a length of 8 feet

16



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Rectangular garden with a length of 12 feet and a width of 6 feet

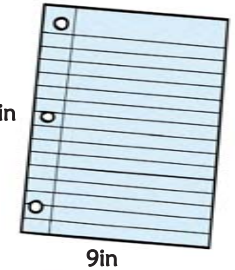
18

Square rug with a length of 9 feet

Preview Version

Area and Perimeter Task Cards 19-24

19



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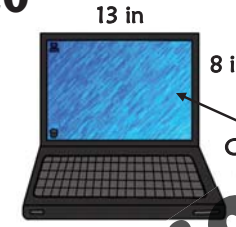

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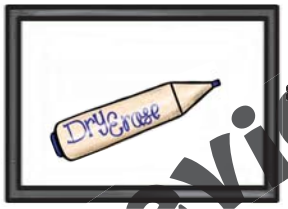

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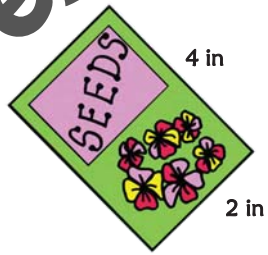

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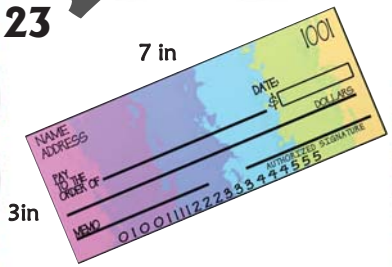


24

Preview Version

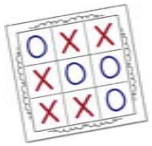
Area and Perimeter Task Cards

Preview Version

Area and Perimeter Task Card Covers

Area & Perimeter Tic-Tac-Toss

by Laura Candler



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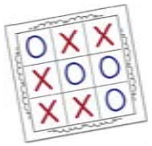

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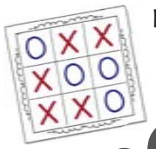

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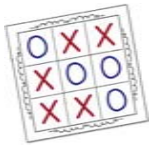

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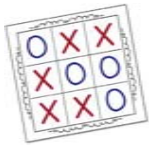

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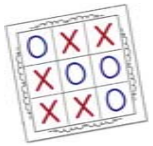


Preview Version

Area and Perimeter Tic-Tac-Toss

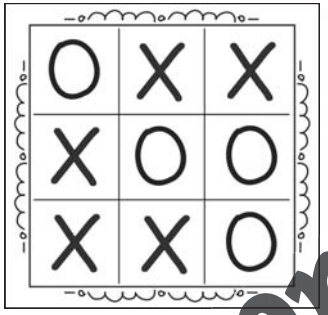
Answer Key

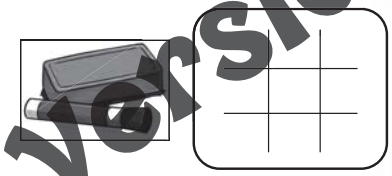
Task Card	Answers
1	P = 12 A = 8
2	P = 16 A = 16
3	P = 14 A = 8
4	P = 12 in A = 9 in²
5	P = 16 in A = 15 in²
6	P = 12 A = 5
7	P = 30 in A = 54 in²
8	P = 28 ft A = 49 ft²
9	P = 34 in A = 66 in²
10	P = 24 ft A = 36 ft²
11	P = 40 in A = 75 in²
12	P = 22 ft A = 24 ft²

Task Card	Answers
13	P = 16 A = 12
14	P = 12 A = 6
15	P = 24 ft A = 32 ft²
16	P = 12 in A = 5 in²
17	P = 36 ft A = 72 ft²
18	P = 36 ft A = 81 ft²
19	P = 40 in A = 99 in²
20	P = 42 in A = 104 in²
21	P = 40 in A = 96 in²
22	P = 12 in A = 8 in²
23	P = 20 in A = 21 in²
24	P = 18 ft A = 18 ft²

Preview Version

Area & Perimeter
Tic-Tac-Toss





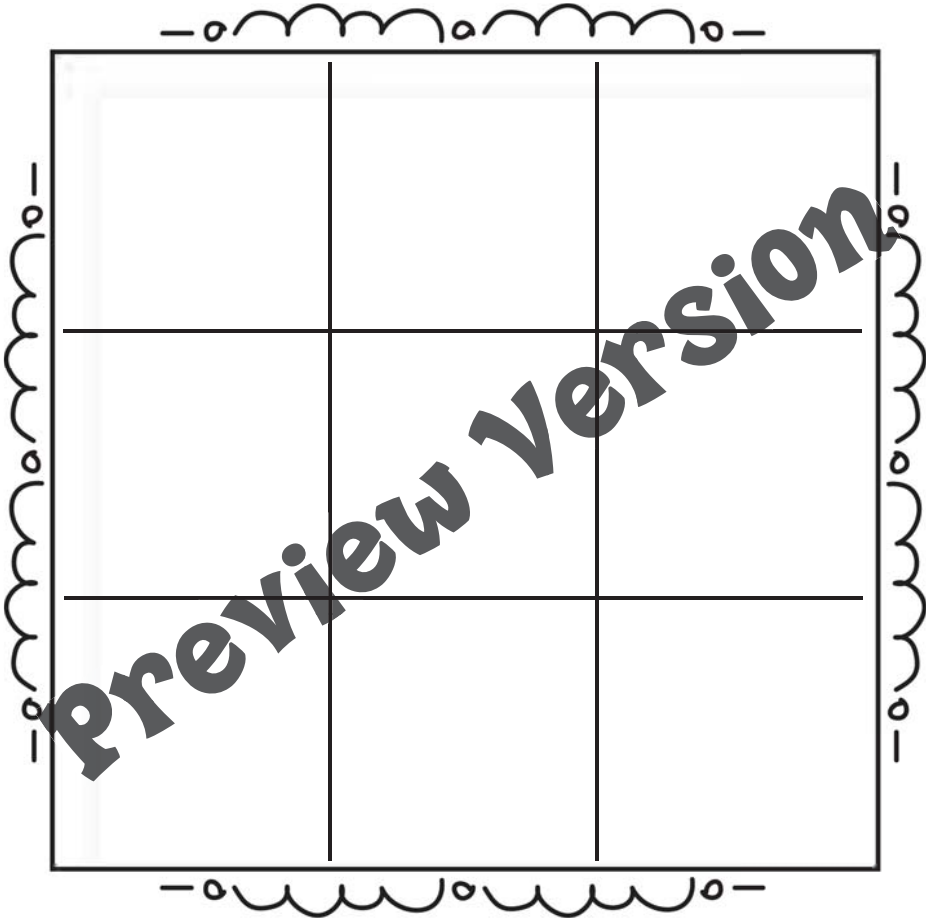
Materials:
- Dry Erase Board and Marker or Tic-Tac-Toss Game board
- Area & Perimeter Task Cards
- Tic-Tac-Toss Answer Key
- Coin to flip

Directions:
1. Shuffle the Area and Perimeter Task Cards and stack them face down next to the Tic-Tac-Toss board. Place the Answer Key face down as well.
2. Decide who will have X's and who will have O's. Draw a Tic-Tac-Toe grid on the dry erase board. (See illustration above)
3. Player 1 turns over the top task card and tosses the coin. He or she finds the area of the figure if the coin lands on heads and the perimeter if it lands on tails. Player 2 checks the answer with the Answer Key.
4. If correct, Player 1 places an X or an O in one square of the Tic-Tac-Toe board. Player 1 loses a turn if the answer is not correct.
5. Player 2 turns over the next task card, tosses the coin, and finds the area or perimeter accordingly. Player 1 checks the answer with the key.
6. The winner is the first player to capture 3 squares in a row vertically, horizontally, or diagonally.

H = Area
T = Perimeter

Preview Version

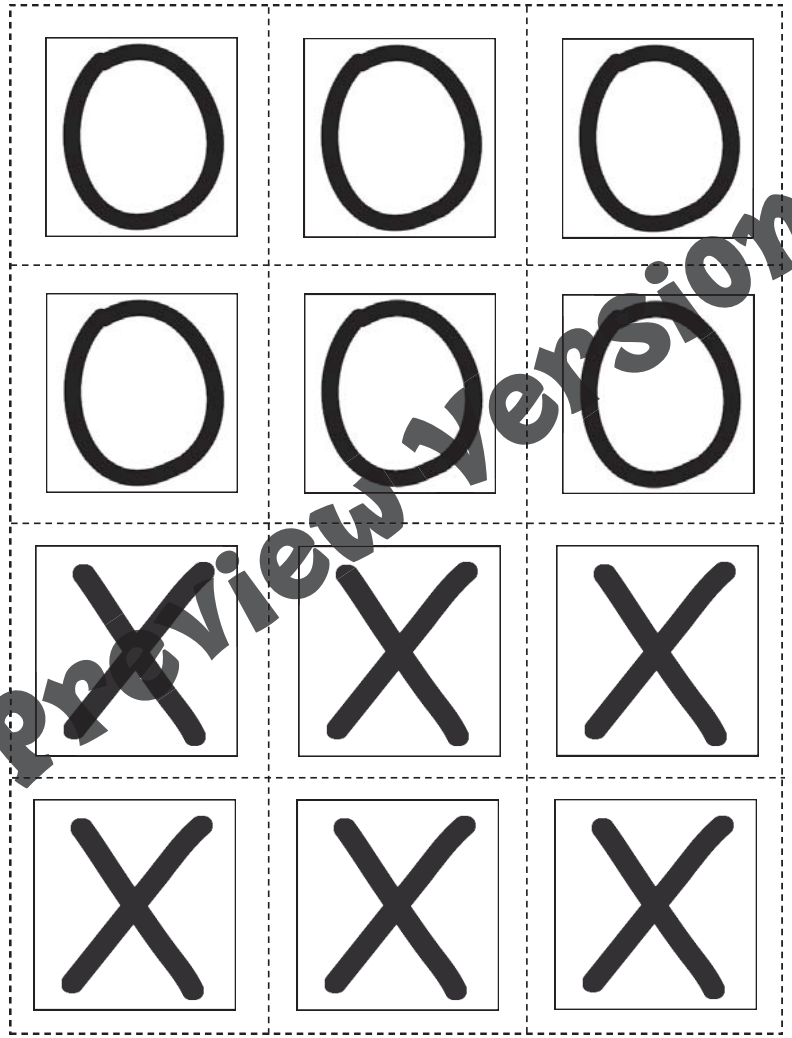
Tic-Tac-Toss Board



Heads = Area
Tails = Perimeter

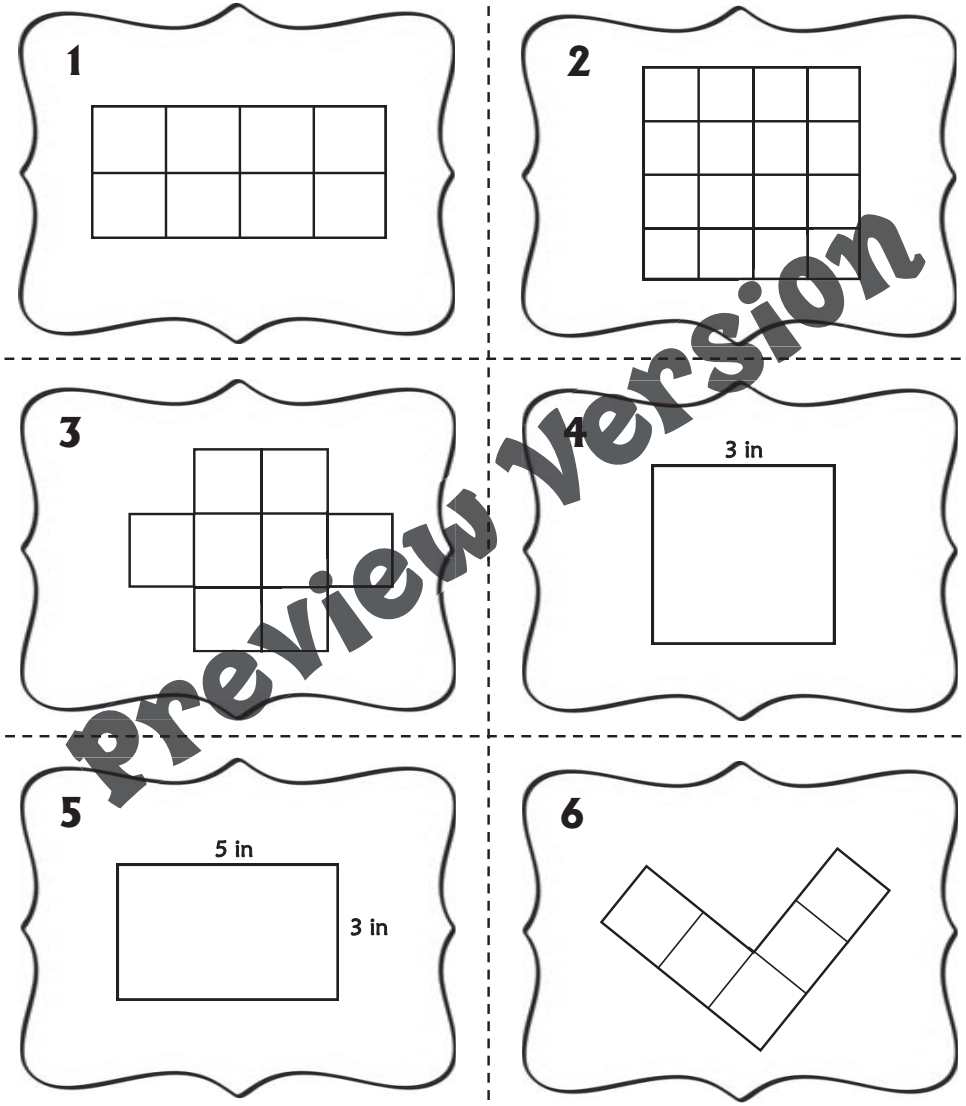
Preview Version

Tic-Tac-Toss X's and O's



Preview Version

Area and Perimeter Task Cards 1-6



Preview Version

Area and Perimeter Task Cards 7-12

7

9 in

6 in

8

7 ft

9

6 in

11 in

10

6 ft

11

15 in

5 in

12

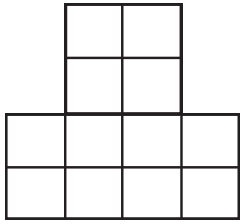
8 ft

3 ft

Preview Version

Area and Perimeter Task Cards 13-18

13



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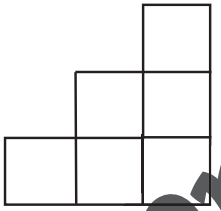


15

Rectangular tablecloth with a width of 4 feet and a length of 8 feet

16

1 in

1 in

17

Rectangular garden with a length of 12 feet and a width of 6 feet

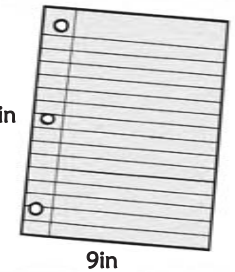
18

Square rug with a length of 9 feet

Preview Version

Area and Perimeter Task Cards 19-24

19



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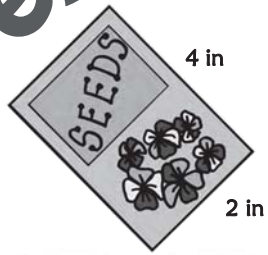

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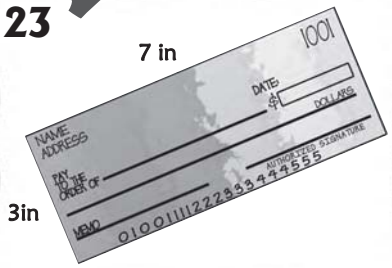

24

Preview Version

Area and Perimeter Task Cards

Preview Version

Area and Perimeter Task Card Covers

Area & Perimeter Tic-Tac-Toss

by Laura Candler

Area & Perimeter Tic-Tac-Toss

by Laura Candler

Area & Perimeter Tic-Tac-Toss

by Laura Candler

Area & Perimeter Tic-Tac-Toss

by Laura Candler

Area & Perimeter Tic-Tac-Toss

by Laura Candler

Area & Perimeter Tic-Tac-Toss

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Preview Version

Area and Perimeter Tic-Tac-Toss

Answer Key

Task Card	Answers
1	P = 12 A = 8
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Task Card	Answers
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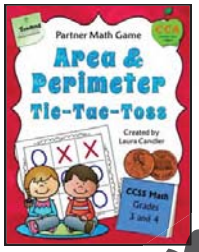
14	P = 12 A = 6
15	P = 24 ft A = 32 ft²
16	P = 12 in A = 5 in²
17	P = 36 ft A = 72 ft²
18	P = 36 ft A = 81 ft²
19	P = 40 in A = 99 in²
20	P = 42 in A = 104 in²
21	P = 40 in A = 96 in²
22	P = 12 in A = 8 in²
23	P = 20 in A = 21 in²
24	P = 18 ft A = 18 ft²

Preview Version

Common Core Aligned
Math Content Standards



Activities in *Area & Perimeter Tic-Tac-Toss* are aligned with the CCSS Math Standards below.

3rd Grade

3.MD.D.8 Solve real world and mathematical problems involving perimeters of polygons, including finding the perimeter given the side lengths, finding an unknown side length, and exhibiting rectangles with the same perimeter and different areas or with the same area and different perimeters.

3.MD.D.8 Solve real world and mathematical problems involving perimeters of polygons, including finding the perimeter given the side lengths, finding an unknown side length, and exhibiting rectangles with the same perimeter and different areas or with the same area and different perimeters.

3.MD.C.5 Recognize area as an attribute of plane figures and understand concepts of area measurement.

3.MD.C.6 Measure areas by counting unit squares (square cm, square m, square in, square ft, and improvised units).

3.MD.C.7 Relate area to the operations of multiplication and addition.

4th Grade

4.MD.A.3 Apply the area and perimeter formulas for rectangles in real world and mathematical problems.

Preview version

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