

Lesson 13: Figuras y juegos

Standards Alignments

Addressing 3.MD.D.8

Teacher-facing Learning Goals

 Apply geometric understanding to solve problems about parks.

Student-facing Learning Goals

Diseñemos un parque.

Lesson Purpose

The purpose of this lesson is for students to consider how geometric attributes, perimeter, and area are used when designing a playground.

In previous lessons, students learned how to identify different types of quadrilaterals, find the perimeter of different shapes, and draw shapes with the same area and different perimeters or the same perimeter and different areas. In this lesson, students put all of this together to design a small park with specific features, then describe the area and perimeter of features of the park. Students also solve area and perimeter problems that involve the features of a park.

Access for:

Students with Disabilities

Action and Expression (Activity 2)

English Learners

MLR8 (Activity 1)

Instructional Routines

Notice and Wonder (Warm-up)

Materials to Copy

Square Dot Paper Standard (groups of 1):
Activity 1

Lesson Timeline

Warm-up	10 min
Activity 1	20 min

Teacher Reflection Question

What methods are students most often using to find perimeter and area? What methods do you want students to practice using more frequently?



Activity 2	15 min
Lesson Synthesis	10 min
Cool-down	5 min

$\textbf{Cool-down} \hspace{0.2cm} \text{(to be completed at the end of the lesson)}$

© 5 min

Perímetros posibles

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Student-facing Task Statement

Se va a hacer un mural rectangular para un parque. El mural ocupará 64 pies cuadrados. Escribe 2 perímetros que podría tener el mural. Explica o muestra cómo razonaste.

Student Responses

Sample responses:

40 feet. A 4 foot by 16 foot rectangle would have an area of 64 square feet and a perimeter of 40 feet. 68 feet because I can multiply 2×32 to get 64, but 2 + 2 + 32 + 32 = 68.