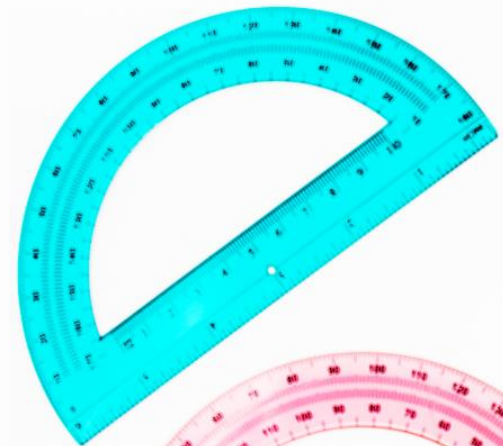
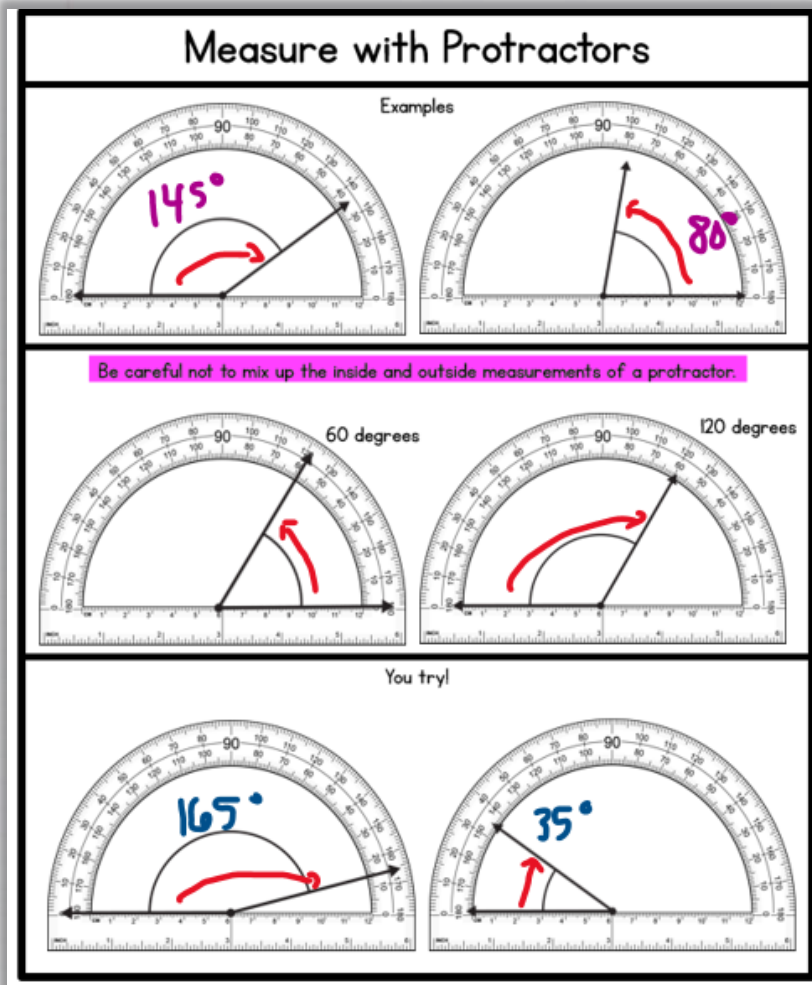


MEASURE WITH PROTRACTORS



- ✓ GAMES
- ✓ ACTIVITIES
- ✓ WORKSHEETS

MINI LESSON



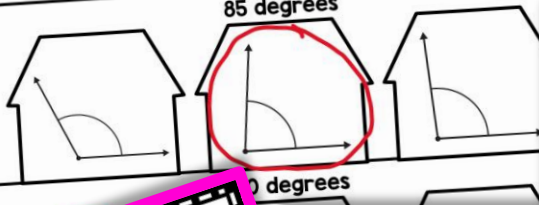
10 WORKSHEETS



Name: **Vince** Hide and Seek

Find the angle you are looking for in each row. Use a protractor to measure each one.

85 degrees



Name: **Amy**

Color It In

Color the angles based on the key.

Red: 0 to 50 degrees

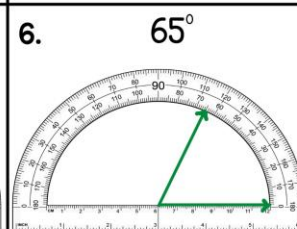
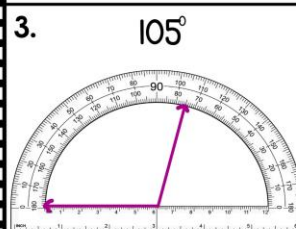
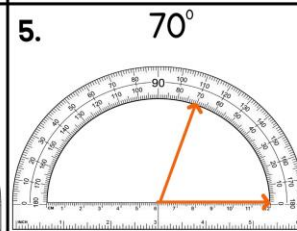
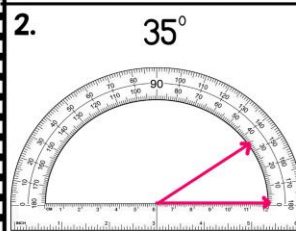
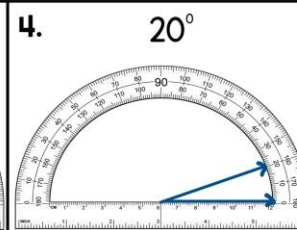
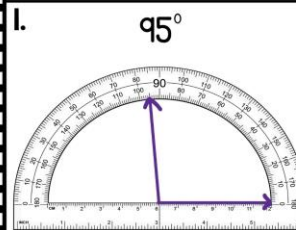
Yellow: 51 to 100 degrees

Green: 101-150 degrees

Name: **Ed**

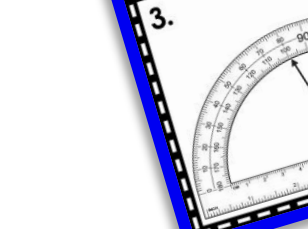
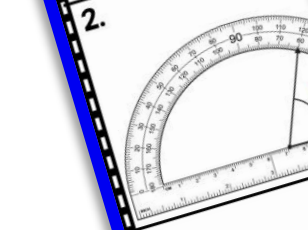
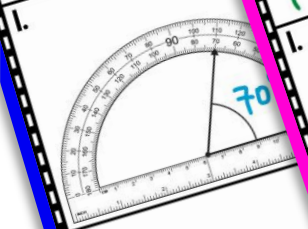
Draw the Angle

Draw the angle measurement on each protractor.



Find the Angle Measurement

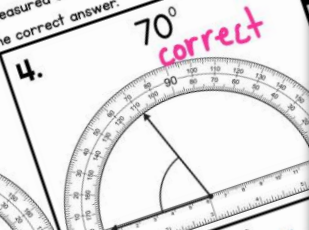
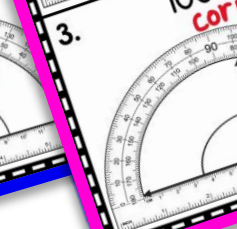
Name: **Alex**



Correct or Incorrect?

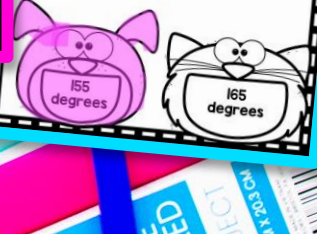
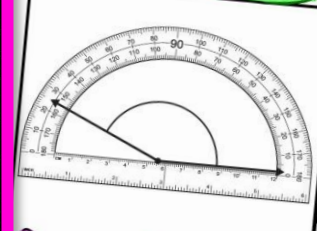
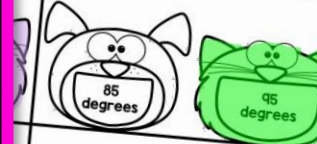
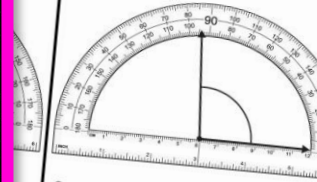
Name: **Tony**

Decide if each angle was measured correctly or not.
If wrong, write the correct answer.

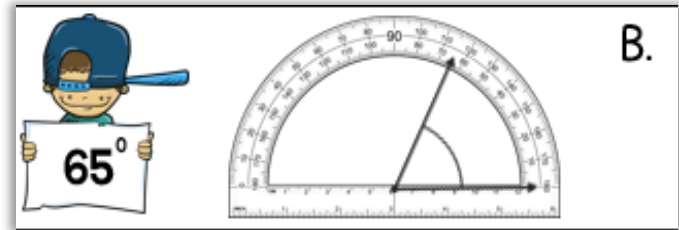
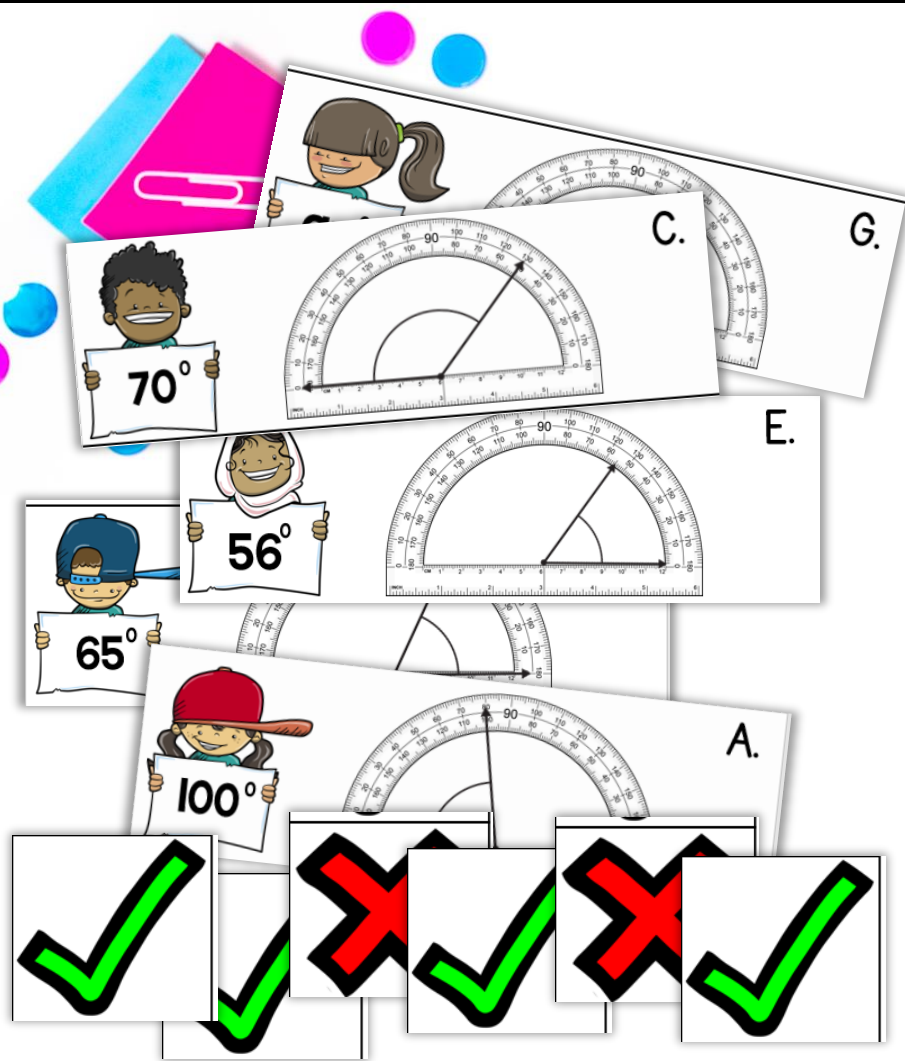


Who's Right?

Correct angle measurement in each box.



ERROR ANALYSIS

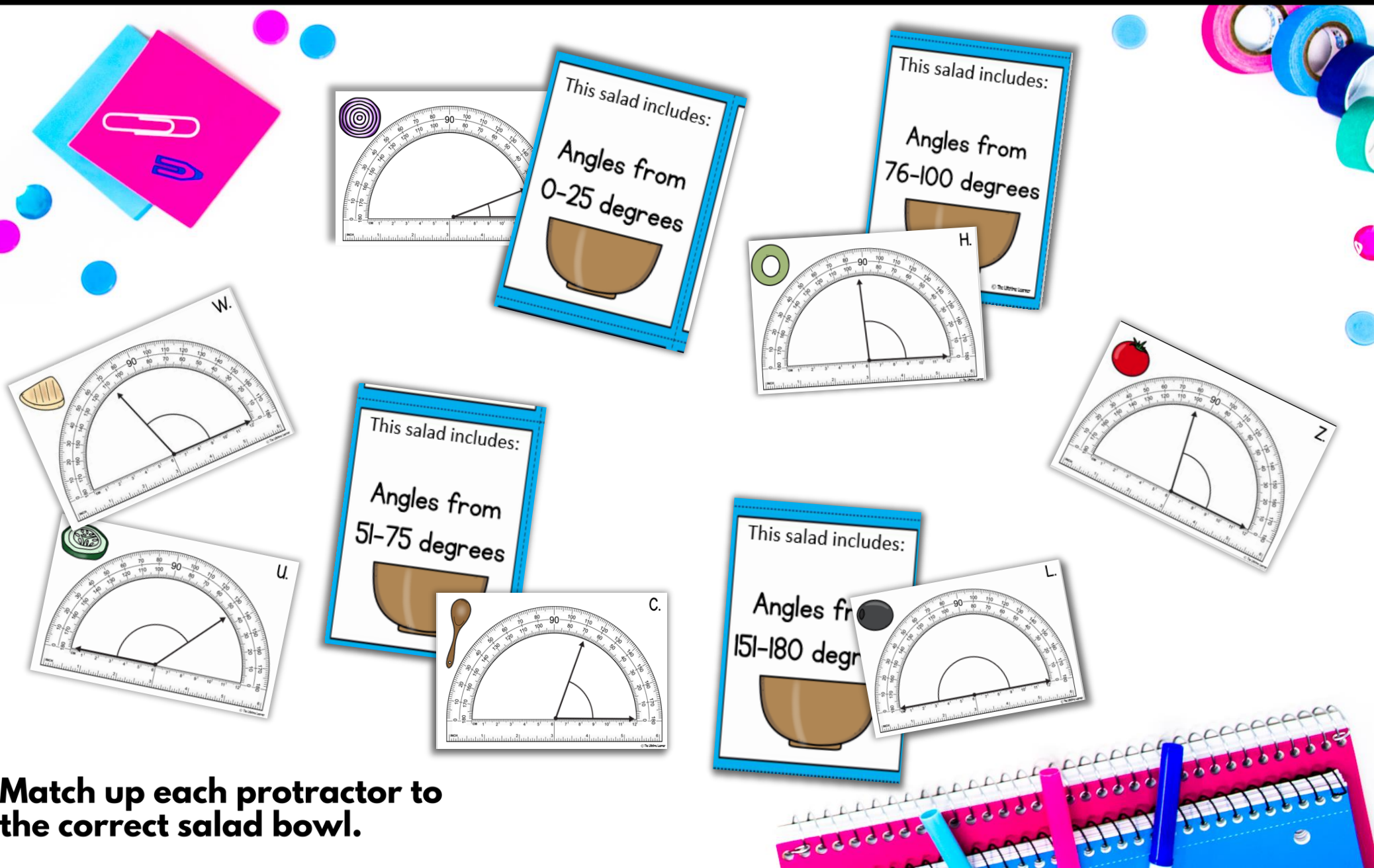


HOW TO PLAY:

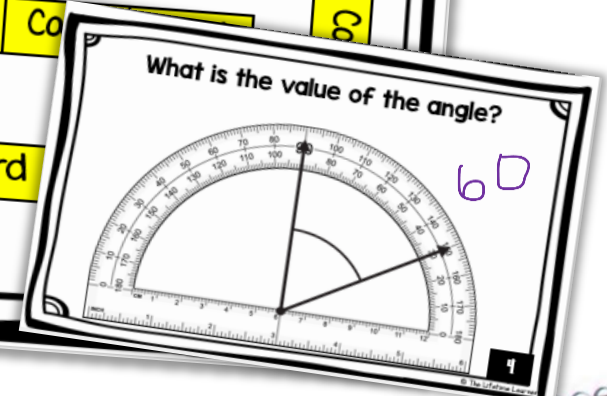
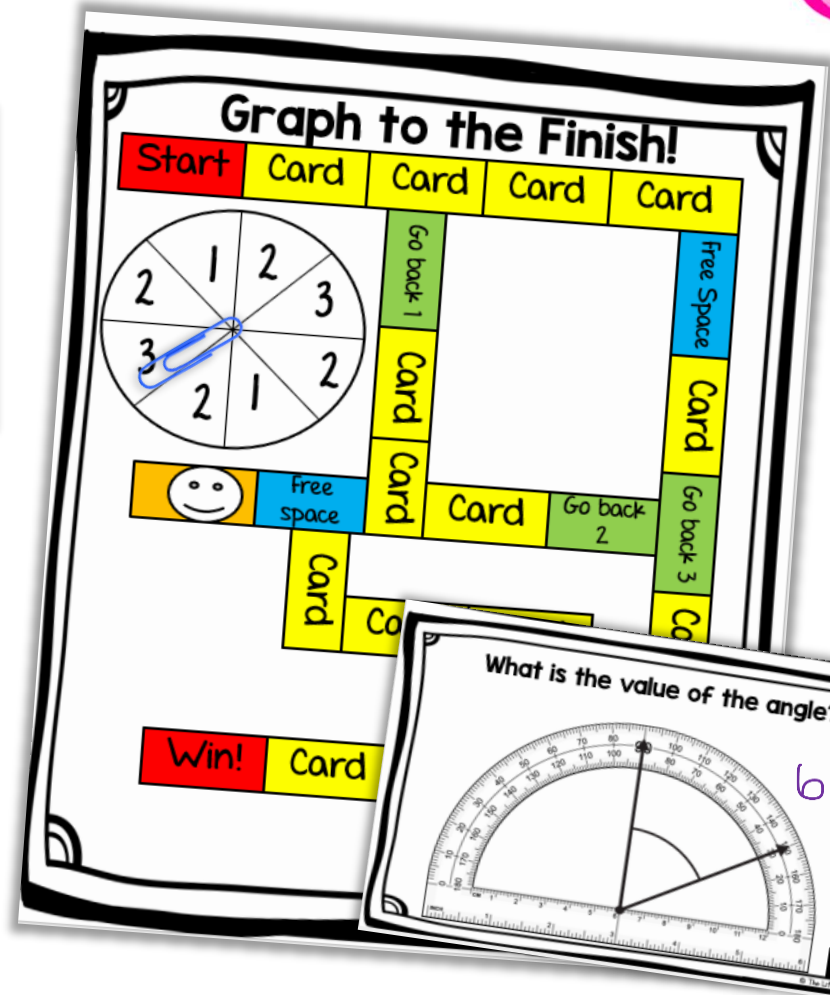
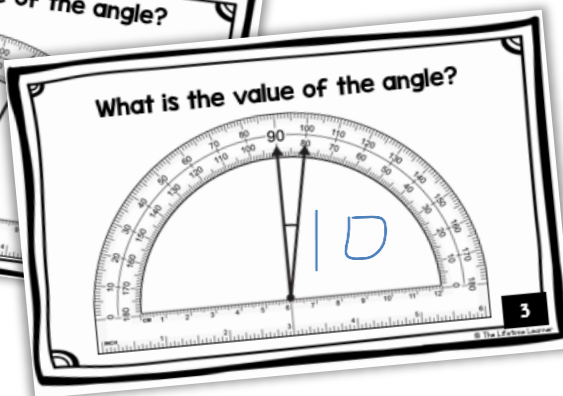
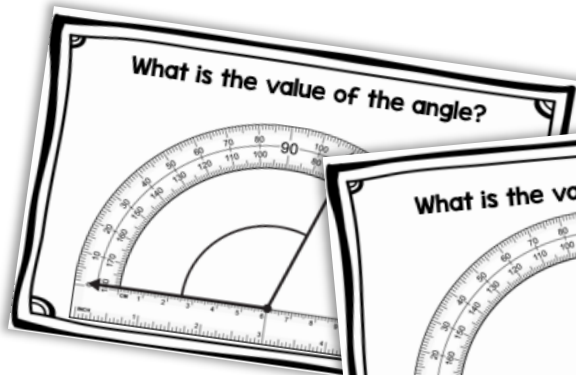
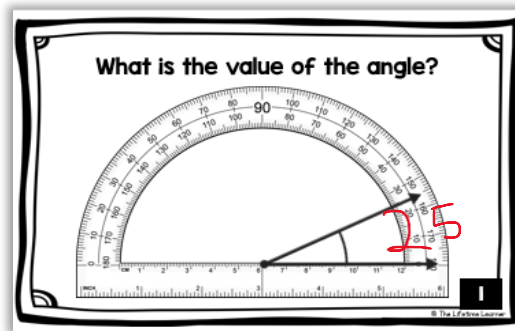
Students put a check or an X next to each protractor to show if it's correct.



MATCHING GAME



GAME #1

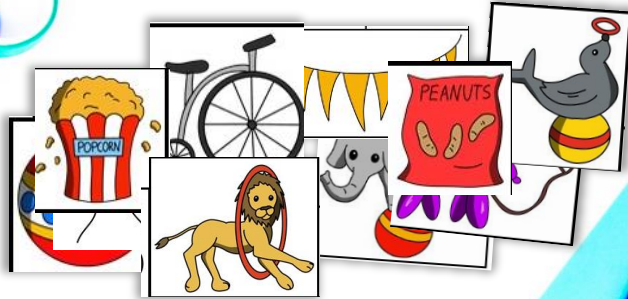


Use a paperclip to spin and move through the gameboard. Answer protractor questions each time you land on "card". The first one to the finish wins.



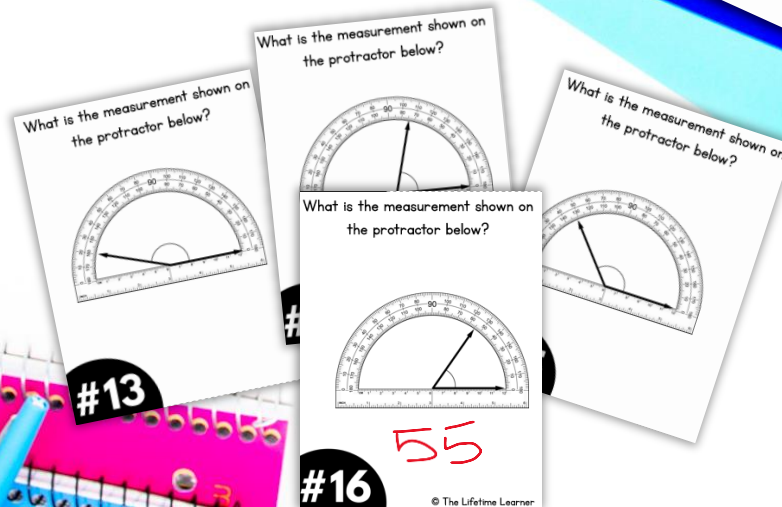
GAME #2

FOR 2-4 PLAYERS

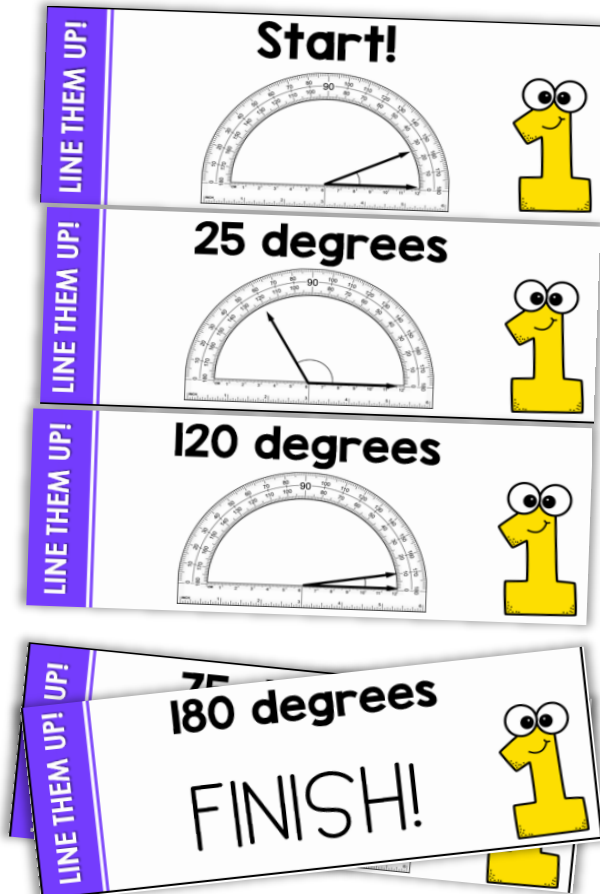
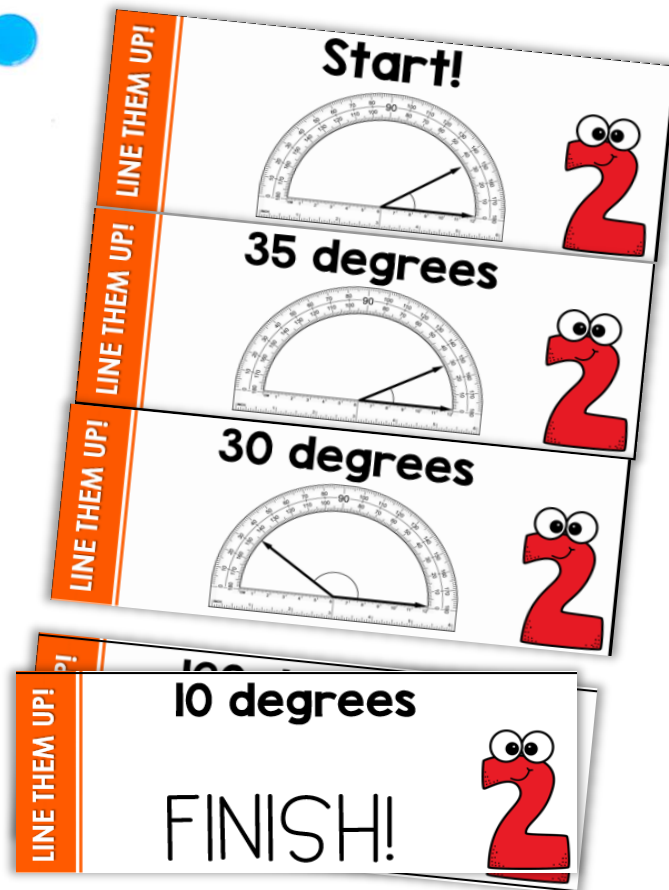


HOW TO PLAY:

1. All players receive a game mat.
2. Students answer a question card.
3. If they are correct, they earn an item.
4. The first person to earn 10 items wins.
5. Chance cards included to spice up gameplay.



GAME #3



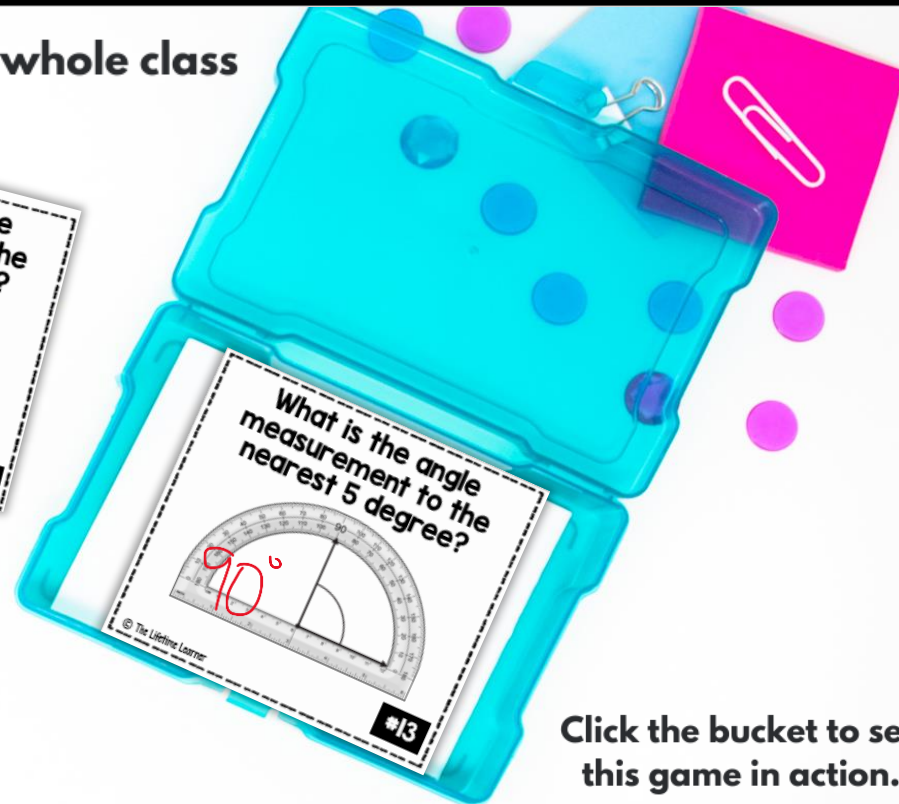
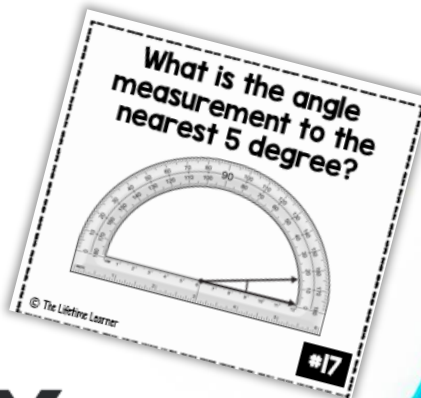
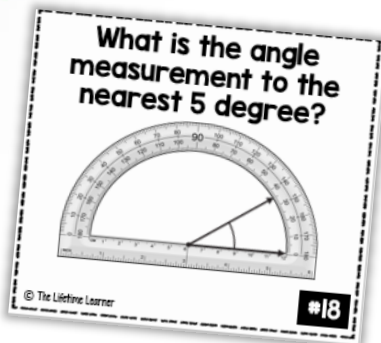
HOW TO PLAY:

- Students pair up in teams.
- Students race to line up their cards in order before the other team.



GAME #4

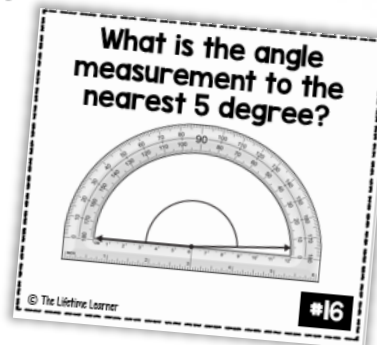
the perfect game to play with the whole class



Click the bucket to see this game in action.

HOW TO PLAY:

1. Students answer task cards.
2. If they get it right, they drop it in the bucket.
3. Students play for a set amount of time.
4. At the end of gameplay, the teacher draws task cards out of the bucket.
5. Any student whose task card gets pulled out gets a small prize.



BUY THE BUNDLE AND SAVE BIG!

4TH GRADE MATH BUNDLE

Partial Products
Name: *ericka*
Use your knowledge of partial products to solve each equation.

1. Equations: $2 \times 5,096$
 $5000 \times 2 = 10000$
 $0 \times 2 = 0$
 $90 \times 2 = 180$
 $6 \times 2 = 12$

2. Equations: $4 \times 8,923$
 $8000 \times 4 = 32000$
 $900 \times 4 = 3600$
 $20 \times 4 = 80$
 $3 \times 4 = 12$

3. Equations: $8 \times 5,624$
 $5000 \times 8 = 40000$
 $600 \times 8 = 4800$
 $20 \times 8 = 160$
 $4 \times 8 = 32$

4. Equations: $5 \times 2,089$
 $2000 \times 5 = 10000$
 $0 \times 5 = 0$
 $80 \times 5 = 400$
 $9 \times 5 = 45$

My Space Scene
To win, you must have 10 items in your space scene.
© The Lifetime Learner

6000+ PAGES

GAMES **ACTIVITIES** **WORKSHEETS**

