

# 3

## OUTDOOR NUMERACY ACTIVITIES



### ROOM FOR SQUARES 1ST/2ND

I can explain how different methods can be used to find the perimeter and area of a simple 2D shape or volume of a simple 3D object. MNU 2-11c

I can estimate the area of a shape by counting squares or other methods. MNU 1-11b

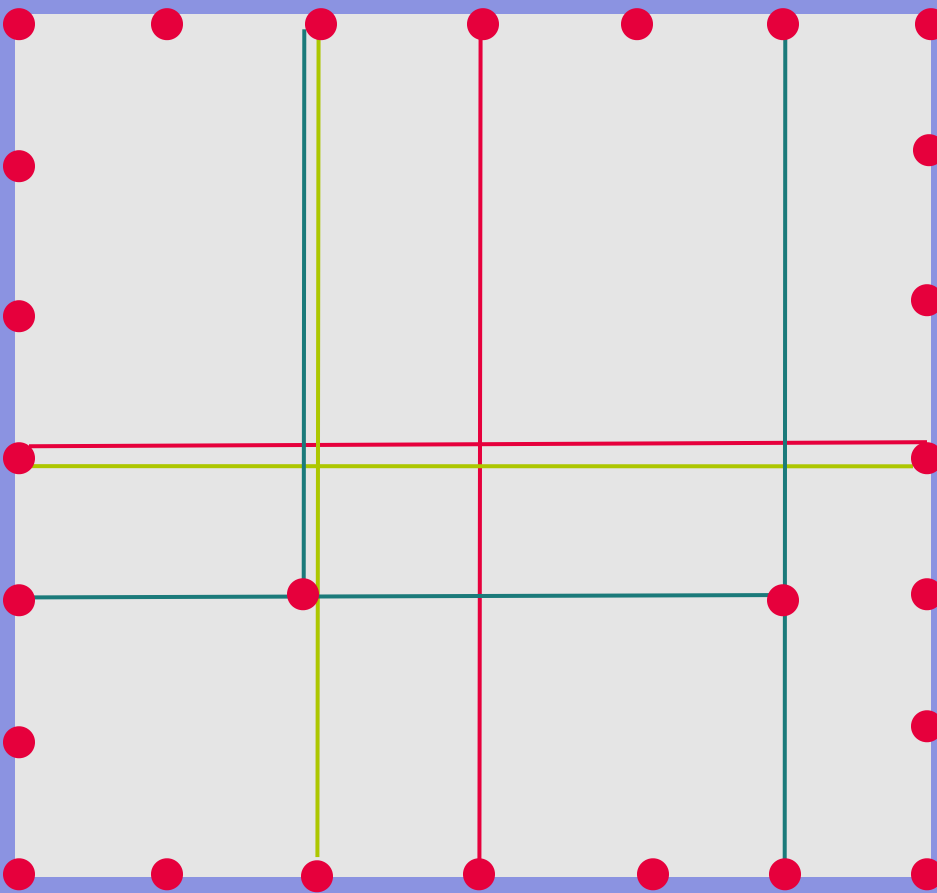
This task could be varied for age/ability depending on the size of the grid and complexity of the questions given. It could also be used as a free exploration task where pupils find as many different combinations of squares and rectangles as possible. This could be done purely as an outdoor task but could also be recorded as diagrams or text in jotters to reinforce learning.

#### Pupils

1. Use metre sticks and pegs/sticks mark out a grid as accurately as possible to given size, this example is 6 by 6m
2. Challenge pupils to find/create shapes specified using string to mark the shapes between pegs
3. Add challenge by asking pupils to find as many solutions as possible, this could be done by sticking to four shapes or increasing the amount for example.

#### EXAMPLE TASK

1. Create four squares inside with equal areas
2. Create four rectangles inside, 2 pairs of rectangles each with equal areas
3. Create 4 rectangles inside, each with different areas



Additional pegs can be used within the shape for tying string where required