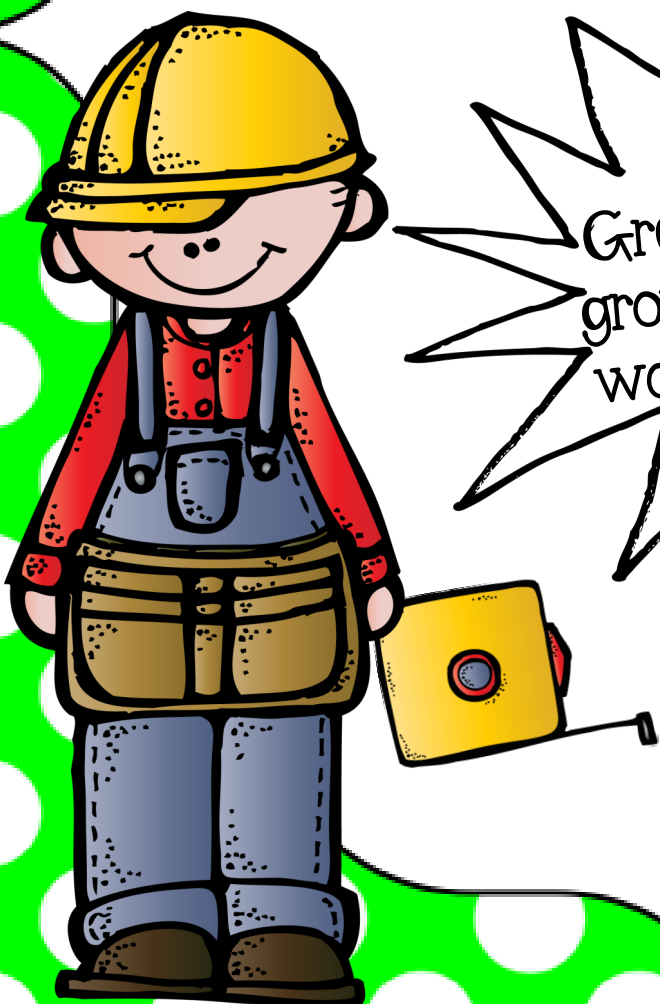


# Measurement GAMES

Great games for small  
group activities, partner  
work, or math centers!

**\*FREE!\***



# Focus Standard

K.MD.2: Directly compare two objects with a measurable attribute in common, to see which object has "more of/less of" the attribute, and describe the difference. (For example, directly compare the heights of two children and describe one child as taller/shorter.)

## Measurement GAMES

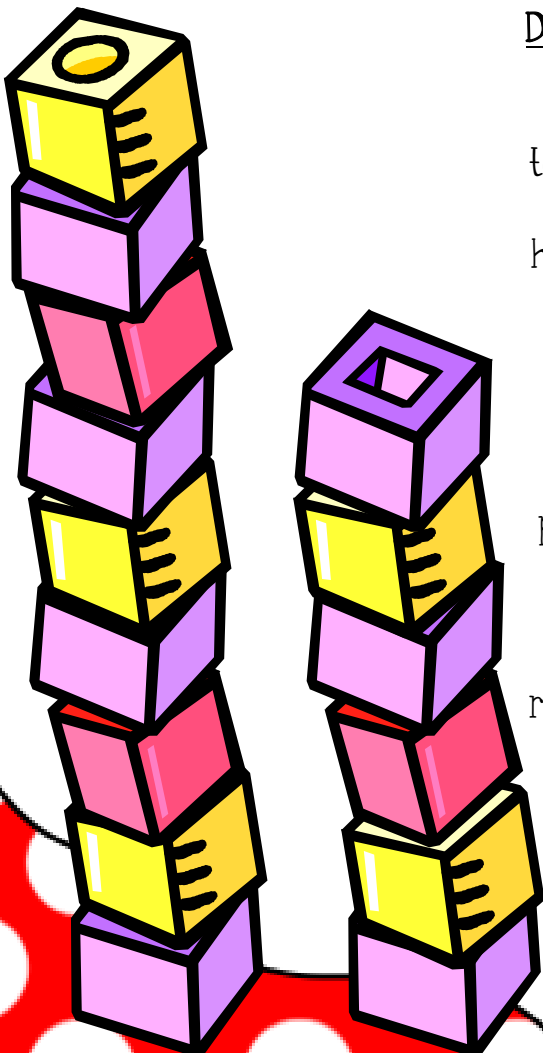
\*Tower Grab (height): Player one grabs a handful and builds their tower. Player two does the same. Then partners take turns flipping the token to see who wins each build. Players make tally marks for each "win". The first player to reach 5 points wins the round. Each recording sheet has space for 3 rounds. The FINAL Tower Grab winner is the person who wins 2 out of 3 rounds.

\*Straw Wars (length): Player one selects a straw for "battle". Player two does the same. Players lay straws side by side on the floor/table making sure to start at the same point. Flip the token to see which straw will win the battle (longer or shorter). The winning player will keep both straws. Play will continue until all 20 straw pieces are used. Players lay their straw pieces end to end to build the "ultimate" straw! The game winner is the FINAL player with the longest straw! Or you can flip the token one last time to leave the winner up to chance IF YOU DARE!

\*The Weigh Station (weight): Player one selects one object from the box and puts it into the scale bucket. Player two chooses a different object to put in the other bucket. Students record the objects weighed and then flip the coin to see who will win the round. The FINAL winner will be the player who wins 3 out of 5 rounds!

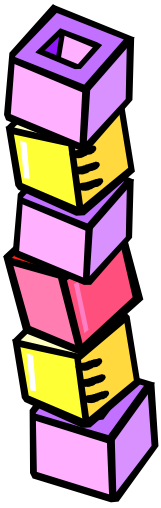
# Tower Grab

Who says it's bad manners to grab a handful!!!  
Get crazy in this game and grab as much  
as you can hold. But be careful...the  
tallest tower might not be the winner!



Directions: Let students work with a partner. They will need unifix cubes or other “stackable” manipulatives, a “taller/shorter token” (we use old poker chips, but you could also use ANY flat circular manipulative on hand...write “taller” on 1 side and “shorter” on the other with a permanent marker.), and a game recording sheet.

Player one grabs a handful and builds their tower. Player two does the same. Then partners take turns flipping the token to see who wins each build. Players make tally marks for each “win”. The first player to reach 5 points wins the round. Each recording sheet has space for 3 rounds. The FINAL Tower Grab winner is the person who wins 2 out of 3 rounds.



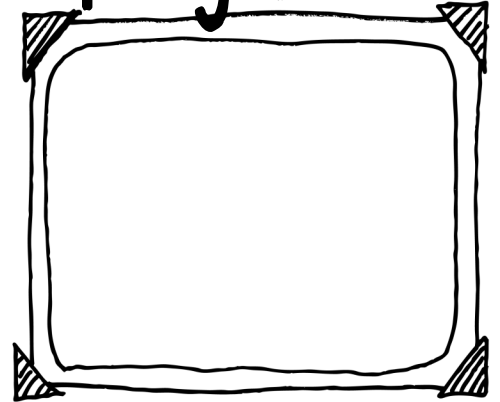
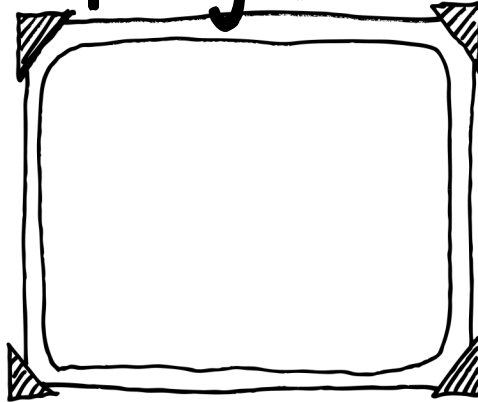
# Tower Grab

shorter

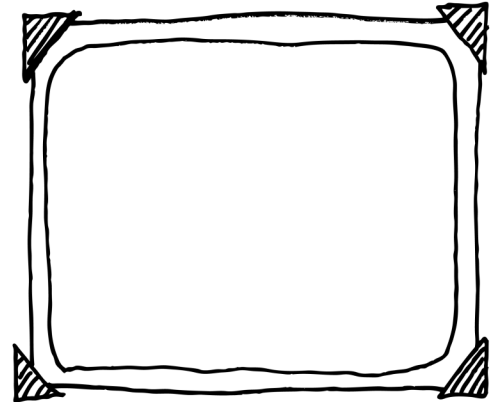
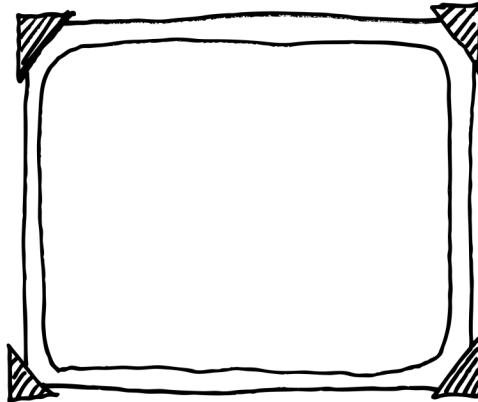
player 1

player 2

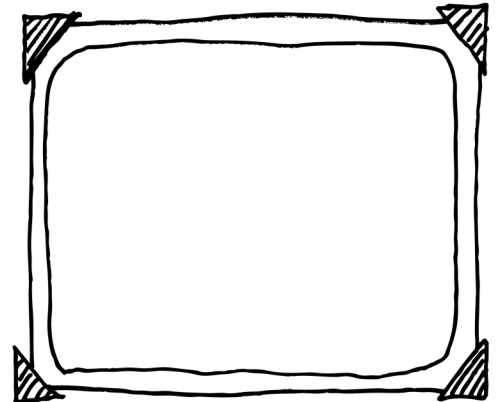
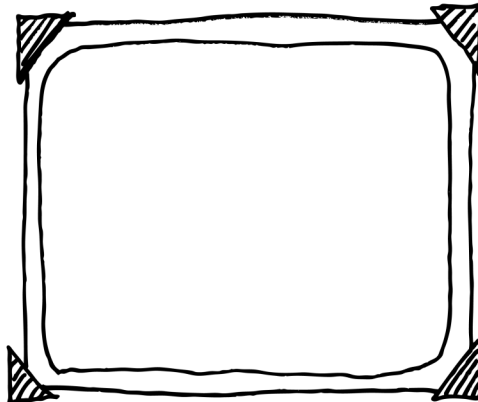
round 1



round 2



round 3



And the winner is \_\_\_\_\_!

# Straw Wars

An epic battle is about to begin! It's time to draw your straw for the ultimate "Straw Wars". Who will build the longest straw and win the battle?

**Directions:** Let students work with a partner. They will need a bag of 20 straw pieces (cut in various lengths) and a "longer/shorter token" (we use old poker chips, but you could also use ANY flat circular manipulative on hand...write "longer" on 1 side and "shorter" on the other with a permanent marker.)

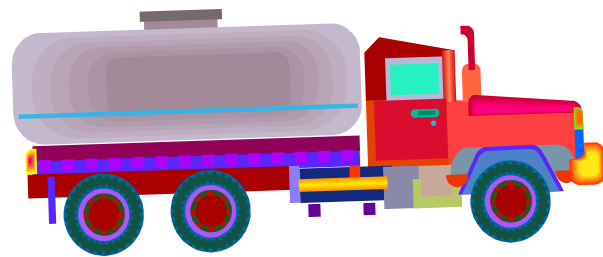
Player one selects a straw for "battle". Player two does the same. Players lay the straws side by side on the floor/table making sure to start at the same point). Flip the token to see which straw will win the battle (longer or shorter). The winning player will keep both straws. Play will continue until all 20 straw pieces are used. Players lay their straw pieces end to end to build the "ultimate" straw! The game winner is the FINAL player with the longest straw! Or you can flip the token one last time to leave the winner up to chance IF YOU DARE!

Let the battle begin!

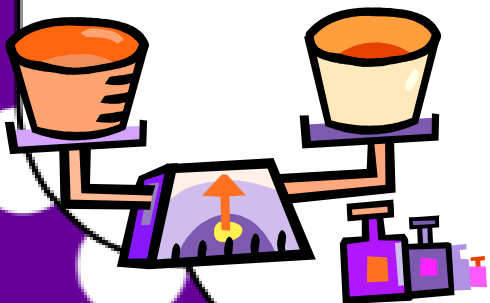


# The Weigh Station!

Time to pull in to the weigh station! We're not talking truck loads here, just objects from the classroom! Whose object will win out with the flip of the coin?

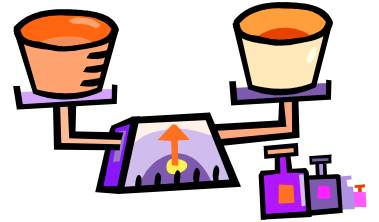


**Directions:** Let students work with a partner. They will need a box filled with a variety of classroom objects (stapler, crayon, scissors, glue stick...any object that will fit in the scale buckets), a balance scale (preferably one with buckets) and a "heavier/lighter token" (we use old poker chips, but you could also use ANY flat circular manipulative on hand...write "heavier" on 1 side and "lighter" on the other with a permanent marker.), and a recording game sheet.



Player one selects one object from the box and puts it into the scale bucket. Player two chooses a different object to put in the other bucket. Students record the objects weighed and then flip the coin to see who will win the round. The FINAL winner will be the player who wins 3 out of 5 rounds!

# The Weigh Station!



player 1 object    player 2 object    **Flip!**    the winner!

round 1			heavier lighter	
round 2			heavier lighter	
round 3			heavier lighter	
round 4			heavier lighter	
round 5			heavier lighter	

Player one choose an object to put on the scale. Draw and label it in box one. Player two do the same, and draw it in box two. Now flip the coin and circle "heavier" or "lighter" to show who will win the round. Draw the winning object in the last box on the right!

Thank you so much! We hope this FREE pack helps your kiddos with Common Core Measurement Standards! Keep us posted on what you like, need, want, or think we should change!

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Thanks so much and enjoy!