



## Converting length units

### BOX NOTICE

Title of activity	Preparing length units and a board game for comparison and conversion.
Time	60 min
Materials needed	Box "Converting length units"
Students per 1 box	3 students

### For Sequence 1

#### Step 1: Preparing length units according to instructions

Students discover the contents of the box and create their measurement units according to the instructions from the file "How to create your elements". The correlations found by comparing the created measurement units are written down.

#### Step 2: Playing

To play the game, you need a bit more space to allow groups to line up.

The teacher explains how the game to the pupils:

1. The teacher gives each group a sheet of paper and asks them to measure and write down the lengths of the children's feet, for example. Length units from the first step made by the children are used.



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2. Pupils must line up in groups according to the measurement results, starting with the smallest/largest.
3. The fastest lined-up team wins.

To continue the game, the teacher names a new, preferably fun, measurement task.

## For Sequence 2 (90 minutes)

### Step 1: Introduction to units of length related to body parts

When introducing length measurements for body parts, use the picture in the envelope and have students demonstrate the units of measurement.

### Step 2: Make a board game

The envelope contains a printed board game base, answer cards, and a dice-making guide to help you make the board game. Students make the dice according to the instructions, cut out the answer cards, and decorate the background of the game board.

### Playing a board game

For the buttons, students find objects of the right size in their surroundings.

### Board game guide:

1. You need dice, buttons and matching cards to move around the board. Small handy objects can be used as buttons. The shortest player rolls the dice first.



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2. Roll the dice and move the game button to the corresponding number of steps.
3. Convert the square measure of the board you are landing on to metres or centimetres. Find the answer on the cut-out card. For example, if you land on a square of 1.2m, you must find its length in centimetres from one of the answers on the card.
4. Place the answer card on the game board.
5. Each correct answer is worth one point. If the board is already covered with an answer, the player does not get a point. Points can be recorded on the other side of the scoring paper.
6. The winner is the player who covers the most answers and scores the most points.



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