• CPM Section 1.1.2, Perimeter and Area

The **perimeter** of a shape is the total length of the boundary (around the shape) that encloses the interior (inside) region on a flat surface. In the game, "Toothpicks and Tiles," the number of tile side lengths (toothpicks) is the same as the **perimeter** of the shape. See the examples below.

The **area** is a measure of the number of square units needed to cover a region on a flat surface. In the game, the **area** is equal to the number of "tiles" in the shape.





Perimeter = 5 + 8 + 4 + 6 = 23 cm



Area = "tiles" = 11 sq. units



- **1-10.** Janelle wants to challenge you to a "Toothpick and Tiles" game. Using exactly four tiles, solve her challenges below. Justify your answers with pictures and labels.
 - 1. Create a tile pattern where the number of toothpicks is exactly double the number of tiles.
 - 2. Create a tile pattern where the number of toothpicks is more than double the number of tiles.

A **rectangle** is a quadrilateral (four sides) with four right angles. The opposite sides are equal in length. Two sides that come together (meet) at a right angle are referred to as the length and width, or base and height. The area (A) of any rectangle is found by the relationship $A = length \cdot width$.

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1. Find the area and perimeter of each of the figures below.



2.
3.
4. Now design your own shape with 5 square tiles. Record the perimeter and the area.

• 1-12. Consider the first three figures of the pattern below.



- 1. Draw what Figure 4 of this pattern should look like.
- 2. Using words, describe what Figures 5 and 6 should look like.
- 3. Using words, describe how the pattern is changing.

• **1-13.** Vi is trying to figure out how a square can be divided into four equal parts. Show her at least three different ways to divide a square into four equal parts.

• **1-14.** The band students at Tolt Jr. High and Maywood Middle School have been invited to participate in the Evergreen Music Festival in Seattle. Each group has decided to have a car wash to raise money to pay for the trip. Use the graph below to answer the following questions.



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- 1. Which school washed more cars? How do you know?
- 2. Which school has raised the most money so far? How do you know?
- 3. Additional Challenge: Find how much each school is charging to wash a car. Show your work to justify your answer.