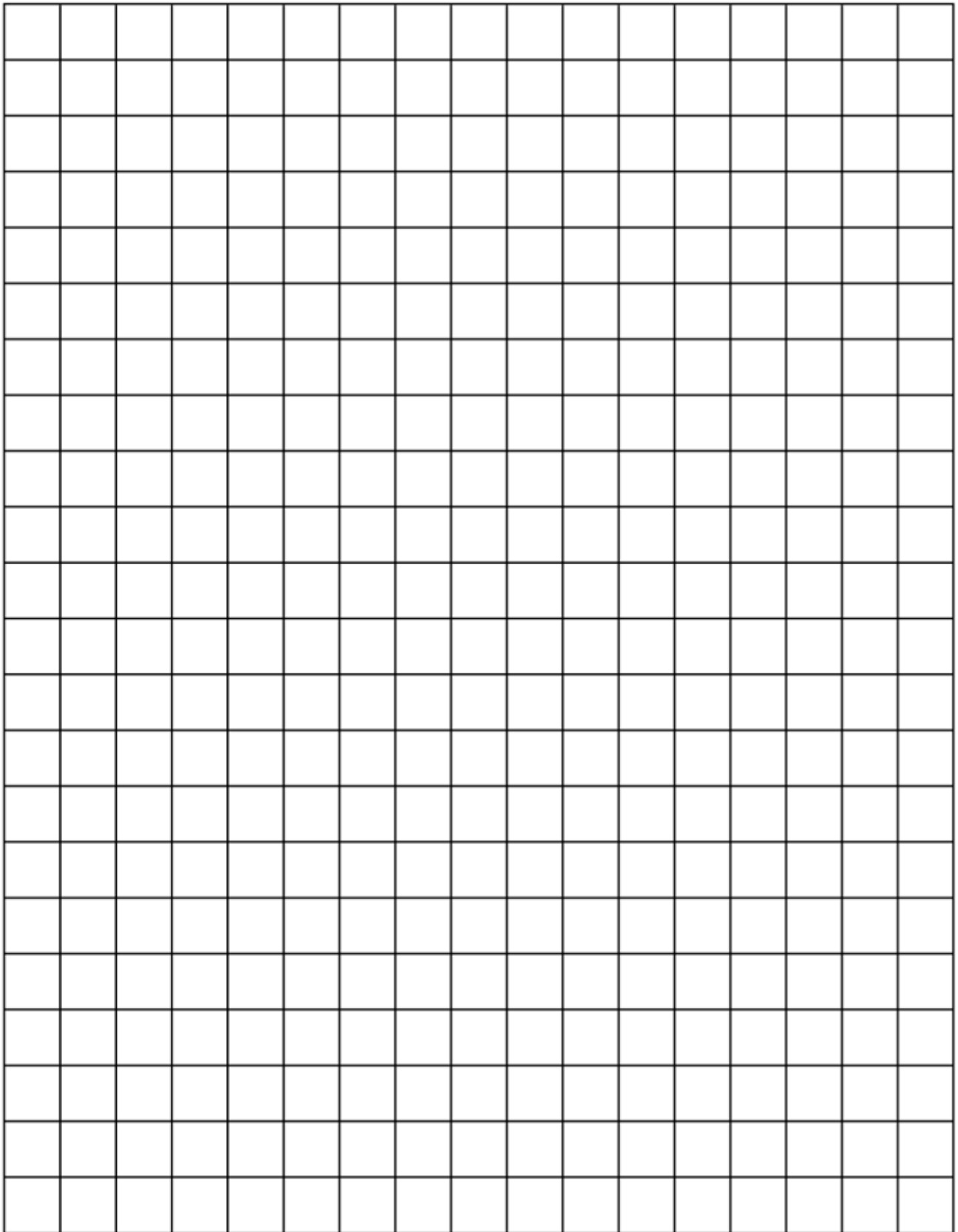


Activity 2: Building a Robot

Your child will use what she has learned about perimeter and area to build a robot. There are two options for this activity. In Option 1, your child will use the "Centimeter Grid" page to draw the robot body parts as specified on the "Assemble a Robot" sheet, and then she will paste the parts on a separate sheet of paper to create the robot. In Option 2, she will use follow the directions on the "Draw a Robot" sheet and use the "Centimeter Grid" page to draw the robot. Choose an option for your child to complete. For either option, you may want to spot-check some of the boxes to ensure that they are the correct perimeter (count the lines around the outside of the box) and area (count the squares inside of the box). If needed for Option 2, you can help your child get started by drawing the top line of the robot's head along the top of the centimeter grid page. This length needs to be five centimeter lines long and centered in the middle of the top line of the grid.

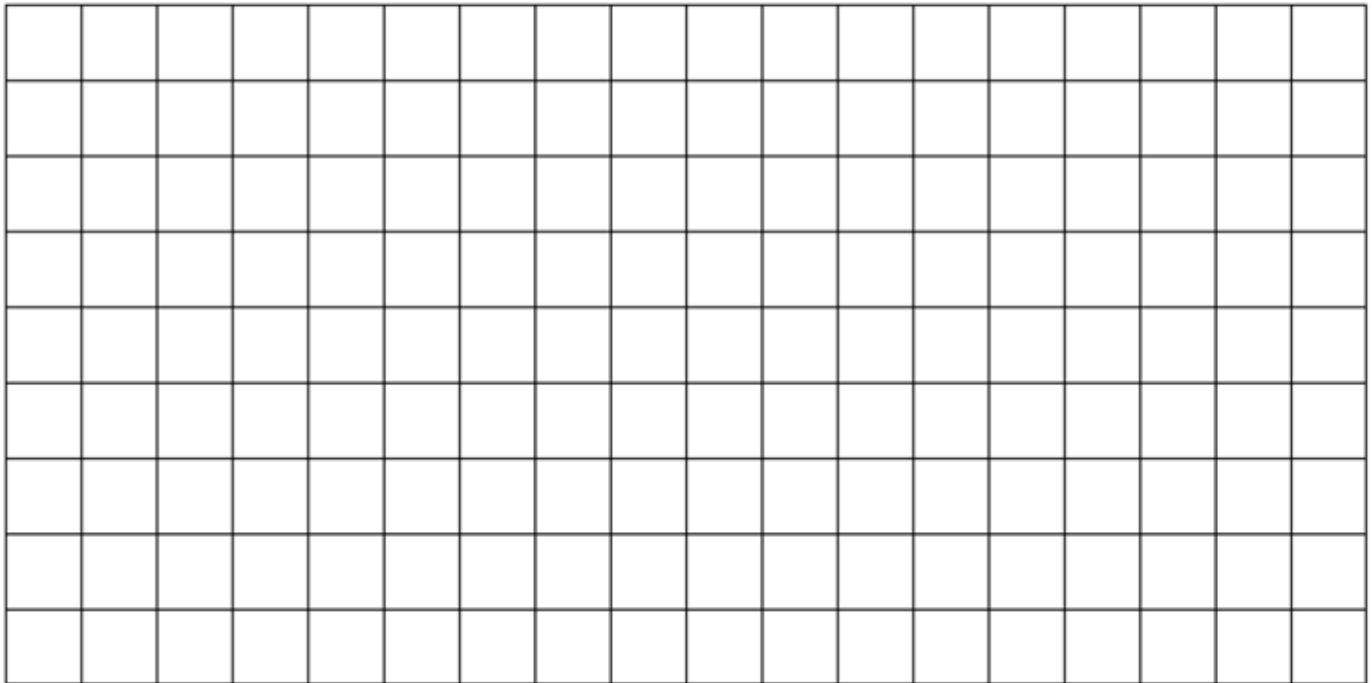
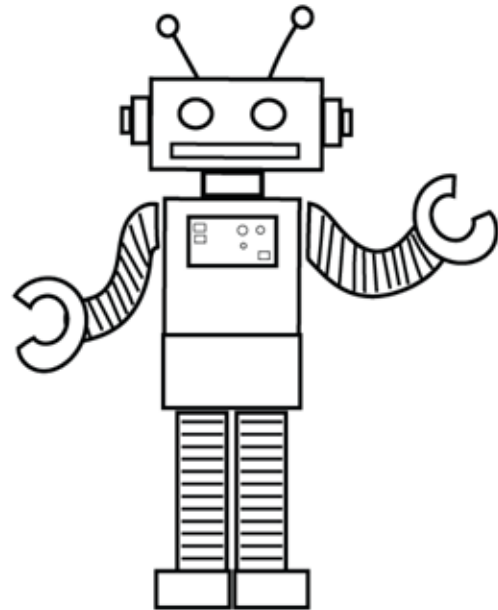


ASSEMBLE A ROBOT

Directions: Use the following area and perimeter measures to draw each part of the robot's body on the centimeter grid paper. In addition to the full-page grid, you can use the smaller grid on this page as well if needed. Be sure to count the squares carefully to get the correct perimeter and area. Color each part, cut each one out, and then paste the parts together on a separate sheet of paper to make your robot. Add a face and other details as desired.

ROBOT BODY PARTS:

- HEAD:** Area = 20 square units,
Perimeter = 18 units
- NECK:** Area = 6 square units,
Perimeter = 10 units
- BODY:** Area = 72 square units,
Perimeter = 34 units
- ARMS:** Area = 8 square units,
Perimeter = 12 units (make two!)
- FEET:** Area = 4 square units,
Perimeter = 10 units (make two!)
- LEGS:** Area 12 square units,
Perimeter = 16 units (make two!)



DRAW A ROBOT

Directions: Use the following area measures to draw each part of the robot's body on the full-page centimeter grid paper. You will need to start at the very top of the grid in the middle. You will draw each shape in order, building the robot as you go. Be sure to count the squares carefully to get the correct perimeter and area. Color each body part a different color and then give your robot a name. Add a face and other details as desired. If you'd like, you can use the grid at the bottom of this page to test the size of your shapes before drawing them on your robot.

ROBOT BODY PARTS:

- HEAD:** Area = 20 square units,
Perimeter = 18 units
- NECK:** Area = 6 square units,
Perimeter = 10 units
- BODY:** Area = 72 square units,
Perimeter = 34 units
- EACH ARM:** Area = 8 square units,
Perimeter = 12 units
- EACH FOOT:** Area = 4 square units,
Perimeter = 10 units
- EACH LEG:** Area 12 square units,
Perimeter = 16 units

