

Monday: Perimeter**1 Warm-up**

1. Rectangle has 4 sides

2 Ant Walk

1. 2×2 square: 8 units

3 Find Perimeter

1. 2×4 : 12 | 3×3 : 12 | 1×5 : 12 | 3×2 : 10

4 Number Talk

1. Nia's adding-sides way is faster; opposite sides are equal
2. Same! $5+1+5+1=12$ and $3+3+3+3=12$

5 Challenge

1. Both strategies give 10 units for 3×2

Page break

Tuesday: Area**1 Warm-up**

1. 12 units, 14 units

2 Learn

1. 3×3 : 9 square units

3 Estimate First

1. $2 \times 5=10$, $4 \times 3=12$, $3 \times 4=12$, $2 \times 2=4$ – praise close estimates

4 Two Ways

1. Both give 12; skip counting rows (4, 8, 12) is usually faster

5 Word Problems

1. 12 tiles
2. Same! $2 \times 6=12$ and $3 \times 4=12$ – great discussion moment

Page break

Wednesday: Both Together**1 Warm-up**

1. perimeter, area, perimeter, area

2 Find Both

1. 2×3 : A=6 P=10 | 3×4 : A=12 P=14 | 2×5 : A=10 P=14 | 3×3 : A=9 P=12

3 L-Shape

1. Area = 8 square units, Perimeter = 14 units (trace carefully!)

4 Find the Error

1. $\times$ – Jayden only added 2 sides. Correct: $4+2+4+2 = 12$ units

5 Create Own

1. Any shape covering exactly 10 squares; perimeters vary (e.g., $2 \times 5 \rightarrow 14$; L-shapes differ).
Bonus: yes

Page break

Thursday: Measuring & Real World

1 Warm-up

1. 20, 40, 16

2 Ruler

1. A: 1 in, B: 2 in, C: 1.5 in (accept 1 or 2), D: 2.5 in (accept 2 or 3) – nearest inch

3 Paper Clips

1. Answers vary; discuss how the first measurement helps calibrate later estimates

4 Word Problems

1. Perimeter: $6+4+6+4 = 20$ meters
2. Area: $5 \times 4 = 20$ notes
3. Perimeter: $7+5+7+5 = 24$ units

5 Number Talk

1. Yes! Same fence, different area (e.g., 5×1 vs 3×3)
2. Both are right – different units give different numbers for the same length

Page break

Friday: Review & Self-Check

1 Warm-up

1. perimeter, area, square

2 Estimate First

1. $3 \times 5 = 15$, $2 \times 4 = 8$

3 Review

1. 2×6 : A=12 P=16 | 4×4 : A=16 P=16 | 3×5 : A=15 P=16

4 Word Problems

1. 15 square units

2. 16 units

5 Self-Check

1. Accept student self-assessment and reflection