

RULER RACE

Try to out-measure your friends in this two-dimensional tag game.

MATERIALS:

- Large piece of paper
- Markers
- Rulers
- Two dice

METHOD:

1. Divide into groups of two to four players.
2. Place a large piece of paper in the middle of a table and have players choose a corner to play from. Each player chooses a unique marker color and places a dot in their corner of the paper.
3. Choose one player to be "it". The "it" player begins play by rolling the dice to determine how many inches they can move in any direction. The "it" player measures and draws a line with the corresponding dice roll in inches, labeling the line with the measurement and units and adding a dot at the end of their line to end their turn.
4. The next player rolls the dice to start measuring a line from their corner and attempts to tag the "it" player by extending their line to end at the last point measured by the "it" player.
5. Play continues until one player catches the "it" player by ending their turn at the "it" player's last end point.

TAKE IT BACK TO CLASS:

- Explore other measurement systems. Use the metric side of your ruler or create your own system of measurements – eraser units, paperclip units, coin units.
- Head outside and use sidewalk chalk to play measurement tag.

SOURCE:

["Measuring Tag: A Fun Game to Teach Measuring" from Teaching with Jillian Starr](#)

NOTES

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