



## Work Place Instructions 8C Speed Skating

### Each pair of players needs:

- 8C Speed Skating Record Sheets, 1 per player
- 1 gram cube
- 2 rulers
- two 30 cm lengths of string
- scratch paper or copy paper

- Each player creates a quadrilateral skating track with a perimeter of 30 centimeters. Players draw a sketch of their track on the recording sheet, labeling the length of each side.
  - Players use a ruler to keep the sides of the quadrilateral straight and to make sure their lengths add up to 30 cm.
  - Players measure the sides of their quadrilateral and label each side, then mark a starting point on the skating track.
- Player 1 places a gram cube at the starting line of his speed skating track, then gently blows the cube along the line until it has gone around the track three times and come back to the starting line.
  - Players can gently turn the record sheet to change the angle at which their breath hits the cube to keep it on track.
  - If the cube leaves the track, the player must take a 1-minute penalty and put the cube back where it left the track, then continue skating it around the track.
  - If the cube tends to abruptly fly across the paper, the player is blowing too close to the cube or using sharp puffs of air that are too strong. Try blowing steadily from a distance of 3–6 inches, pausing for breath as needed.
- While Player 1 skates the cube around his track, Player 2 serves as timekeeper.
  - The timekeeper records the time to the nearest minute when the skating begins, then records the time again when three laps are complete.
  - If the skating player's cube leaves the track, the timekeeper adds a 1-minute penalty and records it on the record sheet.
  - Players calculate and record the elapsed time on their record sheets, adding any penalties.
- Player 2 repeats the process, using his own track, while Player 1 keeps time.
- The player with the shorter (faster) time wins. Calculate the difference between the faster and slower times and record the difference on the record sheet.

Unit 8 Module 2 | Session 1 class set, plus more as needed, stored in the Work Place bin, plus 1 for display

NAME \_\_\_\_\_ DATE \_\_\_\_\_

**8C Speed Skating Record Sheet**

**Game 1**  
Draw a sketch of your shape and label the length of each side.

	Start Time	Finish Time	Penalties	Total Time	Difference between Times:
Game 1 Player 1	1:25	1:29	X X X	7 minutes	1 minute
Player 2	1:33	1:38	X	6 minutes	

**Game 2**  
Draw a sketch of your shape and label the length of each side.

### Game Variations

- A** Make a track that is not a quadrilateral. Try tracks with 3, 5, 6, or 7 sides.
- To make more complex shapes, players can use the 30 cm length of string to make a polygon on the paper, then trace it.
- B** Make an oval or circular track, or one that has some curved sides.
- In this case, players do not need to mark the lengths of the track's sides, but the perimeter of the track must still be 30 cm. Use the length of string to make sure.



NAME \_\_\_\_\_

DATE \_\_\_\_\_



## 8C Speed Skating Record Sheet

### Game 1

Draw a sketch of your shape and label the length of each side.

		Start Time	Finish Time	Penalties	Total Time	Difference between times:
Game 1	Player 1					
	Player 2					

### Game 2

Draw a sketch of your shape and label the length of each side.

		Start Time	Finish Time	Penalties	Total Time	Difference between times:
Game 1	Player 1					
	Player 2					



Player 1: The sides of my quadrilateral

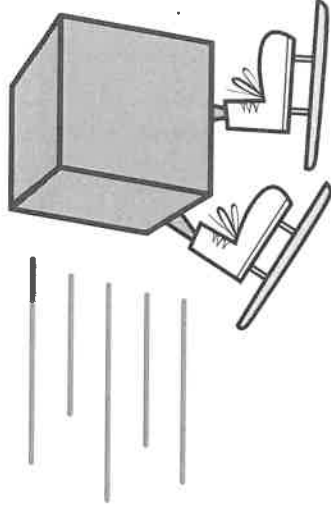
measure:  $\frac{\text{number}}{\text{number}}$ ,  $\frac{\text{number}}{\text{number}}$  and  $\frac{\text{number}}{\text{number}}$ .

Player 2: Your start time was  $\frac{\text{number}}{\text{number}}$  and your

finish time was  $\frac{\text{number}}{\text{number}}$ .

Player 2: You had  $\frac{\text{number}}{\text{number}}$  penalties,

so your total time was  $\frac{\text{number}}{\text{number}}$ .

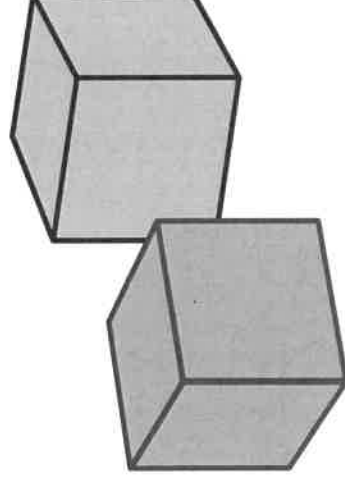


My total time was \_\_\_\_\_ and

number

your total time was \_\_\_\_\_.

number



\_\_\_\_\_ had the fastest time.

You/I

The difference between our two times is \_\_\_\_\_.

number

I think I can make a track with \_\_\_\_\_  
more/less  
sides and it will go faster because \_\_\_\_\_  
\_\_\_\_\_.

I think I can make a track with \_\_\_\_\_  
shorter/longer  
sides and it will go faster because \_\_\_\_\_  
\_\_\_\_\_.

