

# 8A: Weight Lifting

Names:

Find small objects around the room or in your supply bucket. Choose an item to weight lift, write the name of it on your record sheet, estimate its weight, and write your estimate on your record sheet. Use the pan balance and metric weights to measure the mass of the item and record it on your sheet. Estimate how many cubes you can grab and that is how many grams the mass is. Record your estimate on your record sheet. Then see how many you actually grabbed and write that amount in the actual mass on your record sheet. Find the difference between the between your estimate and the actual mass of your item on your record sheet. Take turns doing this. The winner is whoever estimate was closest to their actual amount (smallest number as the difference). Play 3 rounds. Round 3 is on the next slide.

## 8A Weight Lifting Record Sheet

<b>Game 1</b>	<b>Player 1</b>	<b>Player 2</b>
<b>Item to be lifted</b>		
<b>Estimate the mass of 1 item</b>		
<b>Actual mass of 1 item</b>		
<b>Estimate the mass of your grab (in grams)</b>		
<b>The actual mass</b>		
<b>Difference</b>		

<b>Game 2</b>	<b>Player 1</b>	<b>Player 2</b>
<b>Item to be lifted</b>		
<b>Estimate the mass of 1 item</b>		
<b>Actual mass of 1 item</b>		
<b>Estimate the mass of your grab (in grams)</b>		
<b>The actual mass</b>		
<b>Difference</b>		

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## 8A Weight Lifting Record Sheet

Game 3	Player 1	Player 2
Item to be lifted		
Estimate the mass of 1 item		
Actual mass of 1 item		
Estimate the mass of your grab (in grams)		
The actual mass		
Difference		

# 8B: Wacky Discus

Names:

Choose an area from the left for your game. Use the next slide or a physical piece of grid paper to draw out as many different rectangle as you can with that number. Use those rectangle to list the dimensions for your games. Pick one rectangle. Cut it out of your physical grid paper or use the dimensions to measure in cm on a piece of paper and cut it out. Put an x with tape on the floor (or an object) to mark your standing spot. Then throw the rectangle as far as you can. Measure from your start spot to where it landed and record it in centimeters. Do this 3 times and then have your partner throw the same size rectangle 3 times. Record your lengths. The player with the farthest throw wins that round. Take the 2 farthest throws between you and your partner and subtract them. For the second round choose a different rectangle with the same area.



## 8B Wacky Discus Record Sheet

Our Wacky Discus will have an area of \_\_\_\_\_ square centimeters.

<b>Game 1</b>	<b>Dimensions:</b>	
	<b>Distance Thrown (in inches)</b>	
	<b>Player 1:</b>	<b>Player 2:</b>
	<b>First Throw</b>	
<b>Second Throw</b>		
<b>Third Throw</b>		

\_\_\_\_\_ - \_\_\_\_\_ = \_\_\_\_\_  
 winning best throw                  other player's best throw                  difference

<b>Game 2</b>	<b>Dimensions:</b>	
	<b>Distance Thrown (in inches)</b>	
	<b>Player 1:</b>	<b>Player 2:</b>
	<b>First Throw</b>	
<b>Second Throw</b>		
<b>Third Throw</b>		

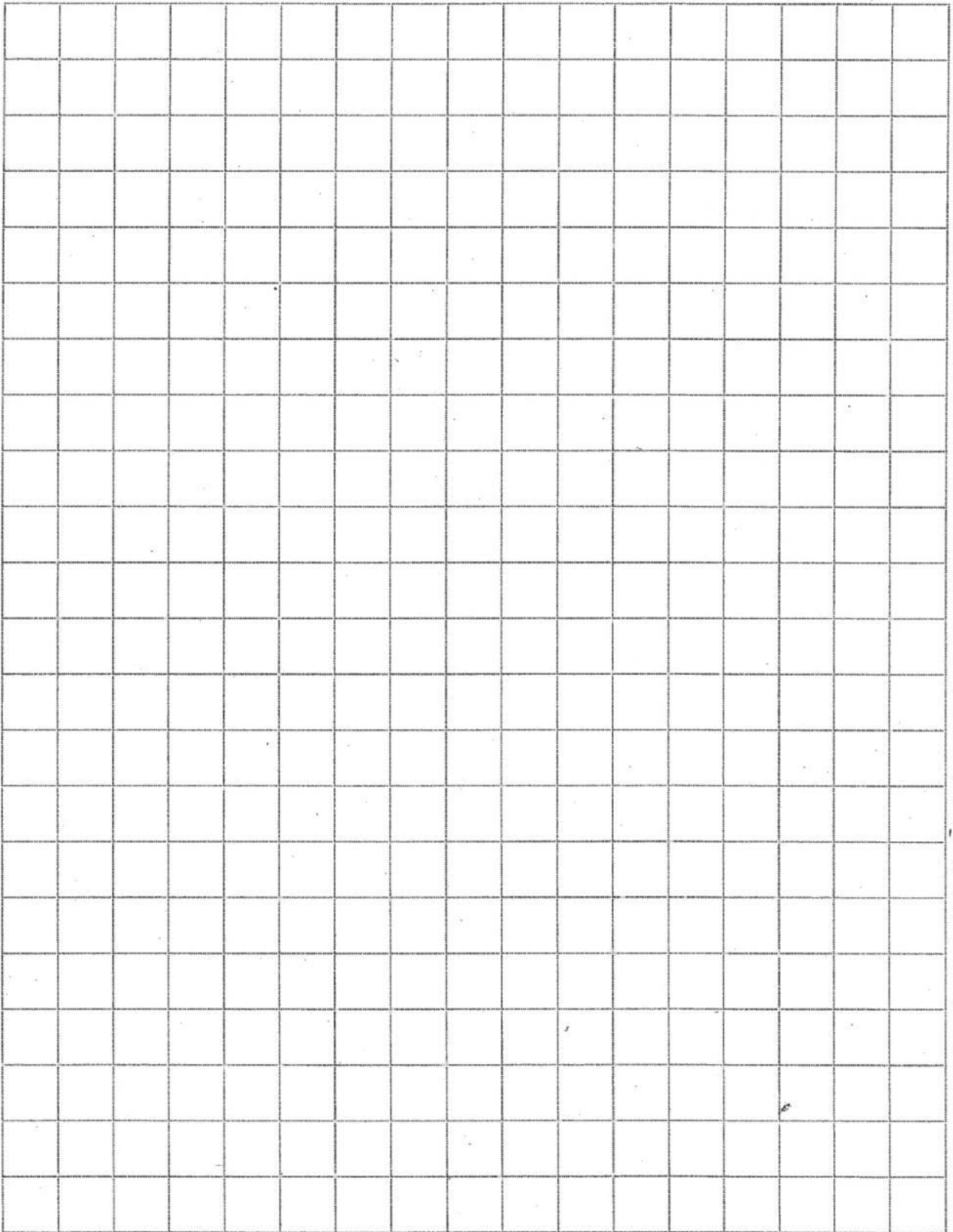
\_\_\_\_\_ - \_\_\_\_\_ = \_\_\_\_\_  
 winning best throw                  other player's best throw                  difference

# 8B: Wacky Discus

Names:



## 8B Centimeter Grid Paper



# 8C: Speed Skating

Names:

Get a record sheet and a gram cube from your teacher. Each player creates a skating rink with a perimeter of 30 cm. Draw a sketch and label each side. Place a gram cube at the starting line of your skating rink. Blow your cube around the track 3 times. Turn your record sheet as needed. If the cube leaves the track you take a 1 minute penalty and put the cube where it last was on the track. Try blowing 3-6 inches away from the cube and pause between breaths. Time your partner with a stopwatch. Then switch. The person with the faster time wins! Your record sheet should look like this.

## 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



## 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					

# 8D: Curling

Names: \_\_\_\_\_

## Each pair of players needs:

- 10 gram cubes
- 2 rulers
- 8D Curling Record Sheet (1 per player)
- 8D Curling: Rectangle, Square, and Triangle (1 of each per player)



## 8D Curling Record Sheet

### Scoring Record: Rectangle

Curl	Player 1 Score	Player 2 Score
1		
2		
3		
4		
5		
6		

### Scoring Record: Triangle

Curl	Player 1 Score	Player 2 Score
1		
2		
3		
4		
5		
6		

### Scoring Record: Square

Curl	Player 1 Score	Player 2 Score
1		
2		
3		
4		
5		
6		

### Scoring Record:

Shape:

Partitions:

### Points per partition:

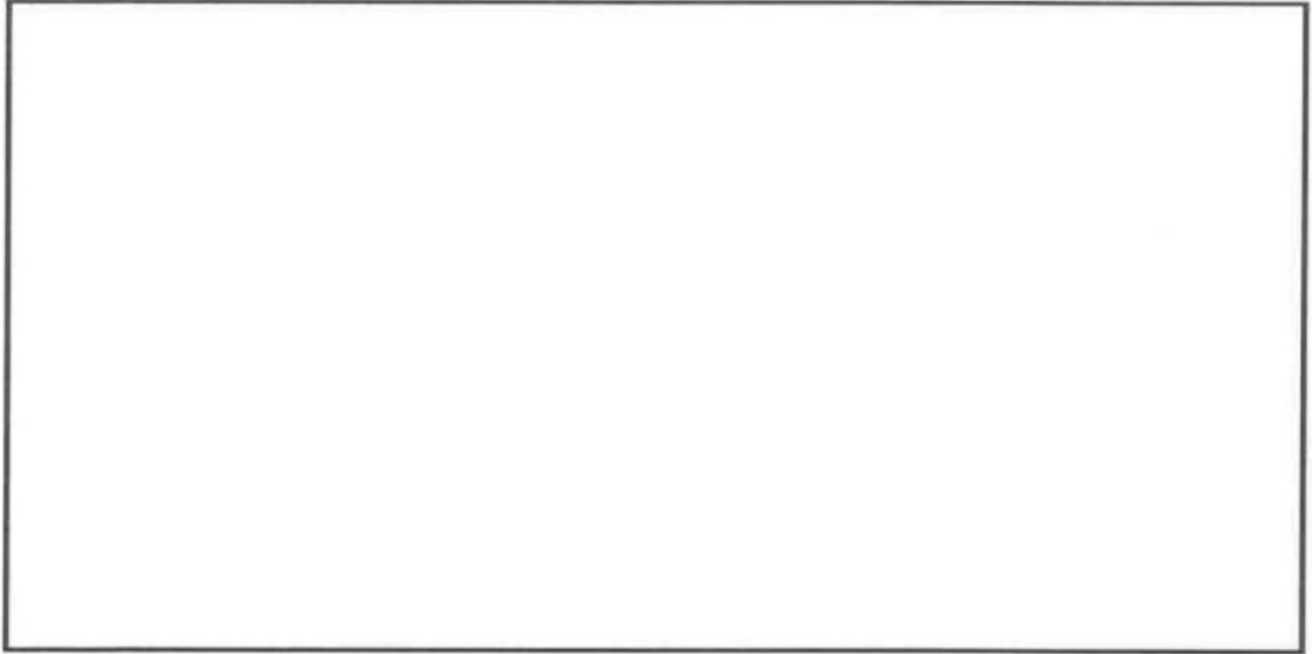
Curl	Player 1 Score	Player 2 Score
1		
2		
3		
4		
5		
6		

# 8D: Curling

Names:



## 8D Curling Rectangle



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Start

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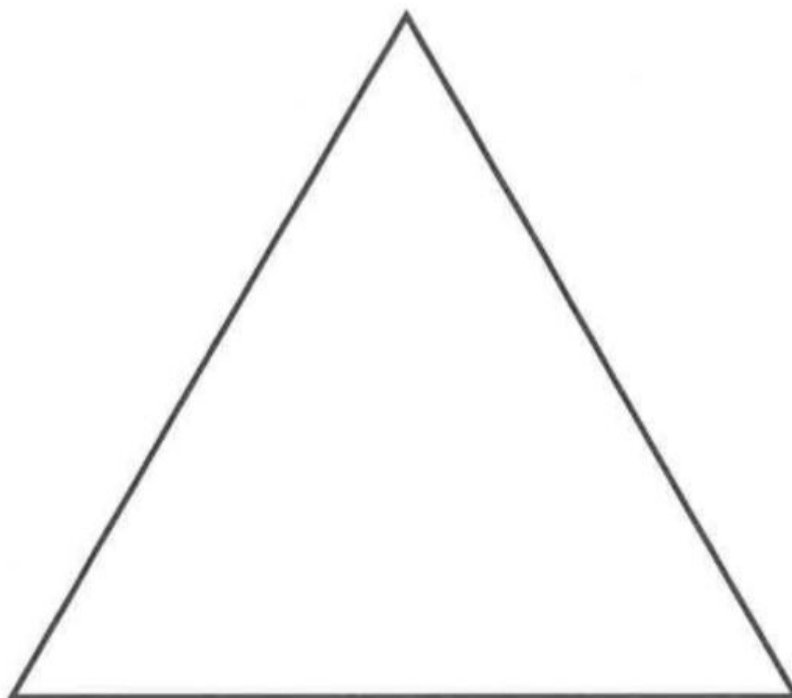
Target	Partitions	Point value per partition
Rectangle	4	$\frac{1}{4}$ point

# 8D: Curling

Names:



## 8D Curling Triangle



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Start

Target	Partitions	Point value per partition
Triangle	2	$\frac{1}{2}$ point

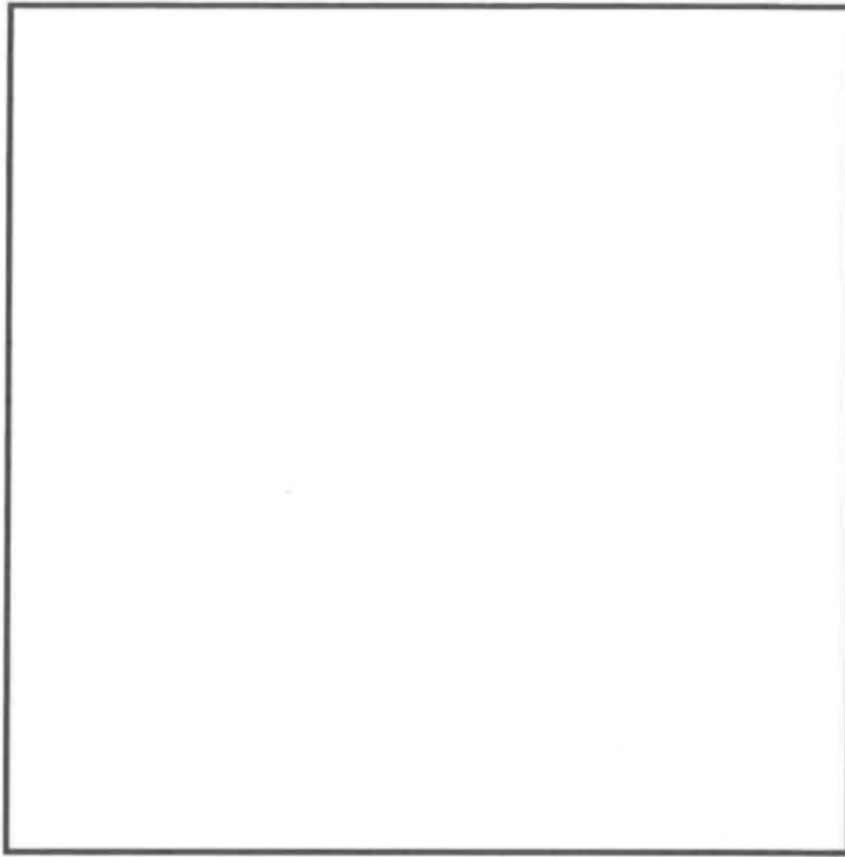


# 8D: Curling

Names:



## 8D Curling Square



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Start

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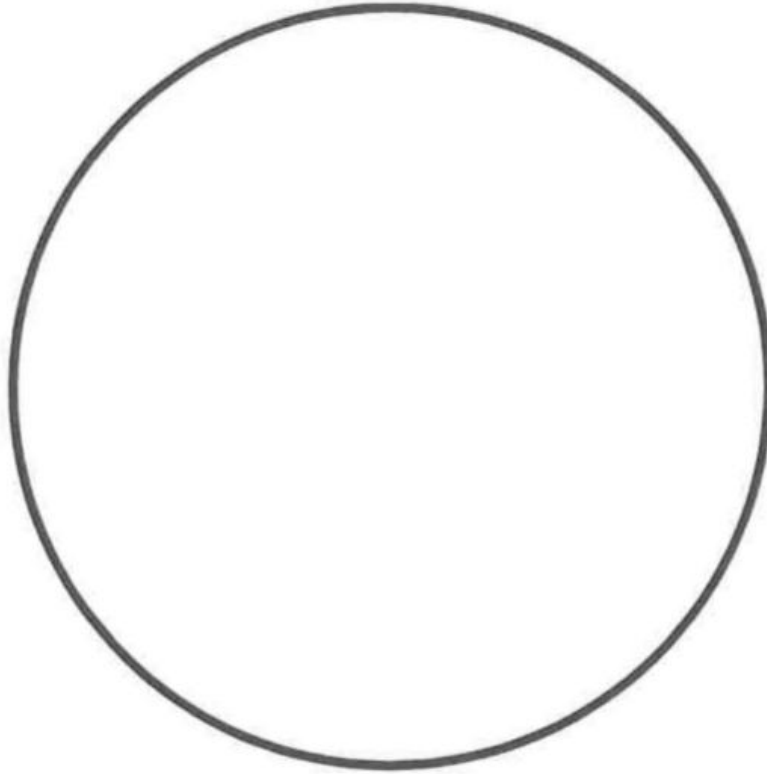
Target	Partitions	Point value per partition
Square	3	$\frac{1}{3}$ point

# 8D: Curling

Names:



## 8D Curling Circle



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Start

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