

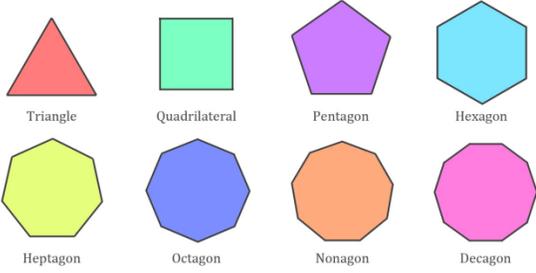
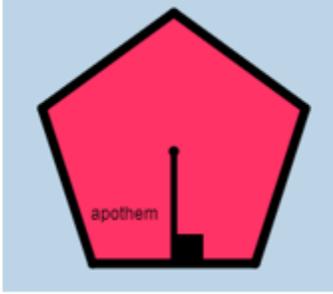
## STRAW POLYGONS

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<b>Level</b>	3 (Age group 11 – 14)
<b>Resources Required</b>	Straws, Scissors, Ruler, Graph paper, Glue
<b>Alternate Options for the Resources</b>	Sticks, pencils, objects with straight lines
<b>Strand Covered</b>	Shape and Measurements
<b>Targeted Skills</b>	Draw and calculate the perimeter of any polygons
<b>Inspired by</b>	Scholastic 100 - Genia Connell
<b>Time Required</b>	Set up time 15 minutes Game time 30 minutes
<b>Previous Learning Required</b>	Know how to draw polygons Knowledge of addition Knowledge of multiplication
<b>Support Required</b>	Low supervision

### Rules of the Game:

<b>Goal</b>	Have the highest total perimeter of all four polygons
<b>Rules</b>	Players must cut their straws into lengths of only 2, 4 or 6 inches and should have at least 10 straws
<b>Steps</b>	<p>Step 1: At the beginning of the game, all players should have their own scissors, a ruler, a couple of straws and a graph paper.</p> <p>Step 2: Ask each player to cut their straws into lengths of only 2, 4 or 6 inches and make a total of 4 polygons on their graph paper. The pieces of straw will be glued on to the graph paper. Note: The players are free to choose whichever polygons they want to make. See the images/illustrations section for examples of polygons, irregular polygons can also be made.</p> <p>Step 3: Once all players are done making their four polygons, they will measure each shape's perimeter and add all the perimeters together. The pre-measured lengths (2,4,6) will help players in their calculations.</p>

	<p>Players represent the relationship between the perimeter of individual shapes and the total perimeter of all the shapes in ratio form. For example, a player who has perimeters 10, 12, 12, 18 will represent these as 10:52, 12:52, 12:52, and 18:52</p> <p>Players simplify the ratios and share them out. First one to share the simplified ratios wins.</p>
<p><b>Images or Illustrations</b></p>	<p>Polygons (shapes with at least 3 straight sides and angles):</p>  <p>Triangle      Quadrilateral      Pentagon      Hexagon</p> <p>Heptagon      Octagon      Nonagon      Decagon</p>
<p><b>Variations of the Game</b></p>	<p>Play the game without pre-measured lengths so that players are able to self-strategize in order to have the highest perimeter of any 4 polygons on a given size of graph paper</p> <p>We can limit this version to areas of regular polygons such as a pentagon</p> <div data-bbox="467 1186 1356 1606" style="border: 1px solid black; padding: 10px;"> <p style="text-align: center;"><b>Area of Regular Polygon</b></p>  <math display="block">A = \frac{1}{2}(\text{Perimeter})(\text{apothem})</math> <math display="block">= \frac{1}{2}Pa</math> </div> <p>Apothem = line segment from center of polygon to the midpoint of its side</p>
<p><b>Simplification</b></p>	<ol style="list-style-type: none"> <li>1. Have the players make shapes with 4 sides or less.</li> <li>2. Have only two lengths of straws instead of three lengths</li> </ol>