

Revising Perimeter

Please work through the following slides. You may wish to print the slides first and then write on them or work through the PowerPoint and write on a separate piece of paper. It is up to you!



What Is the Perimeter?

Ruby says the perimeter is the outside of a 2D shape.



How can you help Ruby to be more accurate with her explanation of perimeter?

The perimeter is the measurement of the outside of a 2D shape.

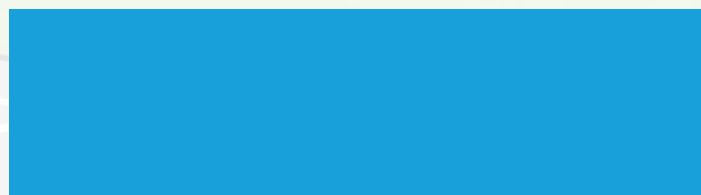


Mohammed says he remembers perimeter by saying it's how far an ant walks when it walks round the edge of a 2D shape.

Task: write your own definition of what you think perimeter is.

How to Measure Perimeter

Mariam measures the perimeter of this rectangle by measuring 2 of the sides.



Task: explain how Mariam can correctly measure the perimeter of the rectangle?

Accurately measure the length of each of the 4 sides, and add these together.

On Squared Paper

Mohammed draws a rectangle on centimetre squared paper and measures the perimeter. He says it is 18cm.

1	2	3	4	5	6	7
18						8
17						9
16	15	14	13	12	11	10

Task: explain how he might have worked out his answer

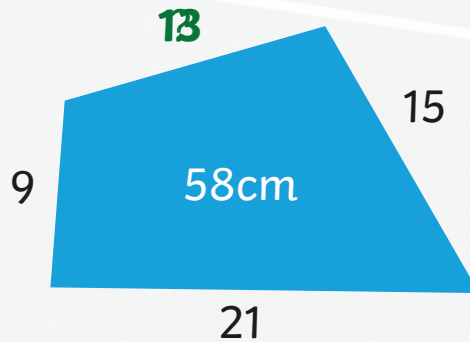
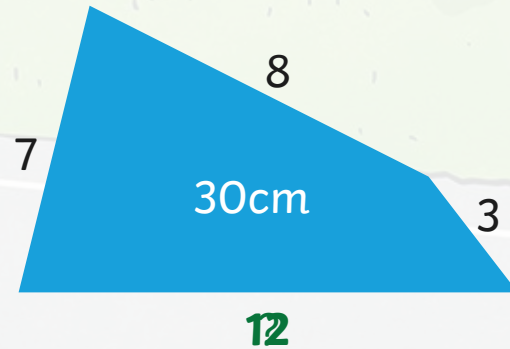
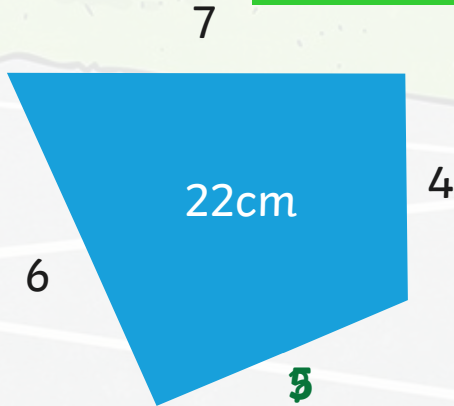
Mohammed is incorrect, as the perimeter is $7\text{cm} + 4\text{cm} + 7\text{cm} + 4\text{cm} = 22\text{cm}$. He might have counted the 18 squares around the edge of the shape.



One More Side

Ruby, Mariam and Mohammed each draw a 2D shape and measure each side to find the perimeter. Here are their shapes. One measurement is missing.

Task: find the missing length for each shape.



Perimeter

Task: using everything you have learnt (and/ or revised) this week write around the spider diagram to help you remember the key facts about perimeter and calculating the perimeter of shapes

22cm

30cm



A spider diagram with a central oval labeled 'Perimeter'. Four green arrows point outwards from the oval to the four corners of the page. The top-left arrow points to the text '22cm', and the top-right arrow points to the text '30cm'. The bottom-left and bottom-right arrows point to empty space for writing.

Perimeter