

Measurable Attributes Activity

This Really Good Stuff® product includes:

- 24 Two-sided Mats
- 82 Chips, laminated
- Storage Box
- This Really Good Stuff® Instructional Guide

Congratulations on your purchase of this Really Good Stuff® **Measurable Attributes Activity**—a fun, engaging way to help students grasp height, length, weight, and capacity concepts.

Meeting the Standards

The Really Good Stuff® **Measurable Attributes Activity** aligns with the following Common Core State Standards for Mathematics below. For alignment with other state standards, please refer to our website's Standards Match.

Measurement and Data

- K.MD.A.1** Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.
- K.MD.A.2** Directly compare two objects with a measurable attribute in common, to see which object has “more of”/“less of” the attribute, and describe the difference. For example, directly compare the heights of two children and describe one child as taller/shorter.
- 1.MD.A.1** Order three objects by length; compare the lengths of two objects indirectly by using a third object.

Preparing the Measurable Attributes Activity

Before introducing the **Measurable Attributes Activity**, make copies of this Really Good Stuff® Instructional Guide, and file the pages for future use. Or, download another copy of it from our website at www.reallygoodstuff.com. Open the box and become familiar with the color-coded Mats and Chips. Always use dry erase markers on the *Fill the Cups Mats* in order to preserve their Write Again® wipe-off laminate surface.

Introducing the Measurable Attributes Activity

Gather students around a work area with the **Measurable Attributes Activity**. Review or introduce the word *attribute*. Explain that an attribute is a characteristic or property of an object such as color, shape, or size. Explain that in this activity the students will be comparing objects with *measurable attributes*; they will be comparing objects by *length, weight, height, and capacity*.

Display the *Comparing Length: Compare 2, 4, or 6 items Mat* with the yellow header with the matching yellow *Sea Creature Chips*. Explain how the header color determines the color of the *Chips* students will be using for the activity. Ask for volunteers to help you place the *Chips* in the correct place on the *Mat* from longest to shortest. Show how you can use the *Mat* to compare 2, 4, or 6 objects.

Demonstrate how to use the three other *Mats* and their corresponding *Chips* to compare capacity, weight, and height. Notice how the *Chips* are in sets of like objects. Explain how to keep the sets together when using the activity. Gather a *Fill the Cups Mat* and a dry erase marker. Read the directions to the

class. Explain that they will need to use a dry erase marker to complete the task, and to fully erase their work when finished.

Measurable Attributes Activity Center

Use the **Measurable Attributes Activity** for review and practice in a center for 1-4 students. Sort the *Mats* and *Chips* you would like to use. For example, after a lesson on weight, use the blue and purple *Comparing Weight Mats* with the corresponding blue *Chips*. Have each student take a set of like objects and place them on the *Mats* based on the attribute. After they have finished with one set, instruct them to switch *Chip* sets with a friend. Continue until the students have compared each set of *Chips*. Change the *Mats* and *Chips* to support your current instruction.

Measurable Attributes Activity Game

This game can be played with 1-4 players using the large *Length* or *Weight Attribute Mats* and 1-3 players using the *Height Attribute Mats*. Choose an *Attribute Mat* and all the corresponding *Chips*. Each player uses the same *Attribute Mat*. Mix and place all of the corresponding *Chips* facedown in an array in the center. The youngest player chooses the first *Chip* and places it on his or her *Mat*. The *Chip* the students choose determines the object set they will be comparing. For the rest of the game, they can only use *Chips* from that set. If a player chooses a *Chip* that belongs to another player, he or she must put the *Chip* back where they found it and lose a turn. The next player uses their memory to choose a *Chip* that goes with his or her set. Players take turns picking up *Chips* to fill their *Mat*. The first player to correctly complete his or her *Mat* wins the game.

Independent Exploration

After students have become accustomed to the **Measurable Attributes Activity**, it can be used for independent exploration. Allow students to choose their *Attribute Mats* and *Chips* and compare on their own.

Create Your Own Measurable Attribute Mat

Challenge your class to create their own version of the **Measurable Attribute Activity**. Copy and distribute the *Create-Your-Own Measurable Attribute Mat Reproducible*. Assign or allow students to choose their own attributes. Instruct them to fill in the reproducible with the attribute and descriptors, draw three objects to compare using their attribute, then color and cut out the object pieces. Encourage them to trade mats and object cards to see if their friends can correctly compare the objects. Laminate the completed sets and add them to your **Measurable Attributes Activity**.

Attribute Assessment

Copy and distribute the *Create-Your-Own Measurable Attribute Mat Reproducible* to use as an assessment. Assign the class an attribute to compare objects. Ask students to fill in the reproducible using the attribute given and glue the object cards in the correct place. Correct the assessment and note any misunderstandings. Use the **Measurable Attributes**

All instructional guides can be found online.

Name _____

Create your own attribute comparison mat. Choose an attribute. Write the attribute on the title of the mat. Fill in the describing words, for example: short, shorter, shortest. Draw three objects with the attribute. Cut and paste them on the mat in the appropriate spot.

Comparing _____		
attribute		
_____	_____er	_____est

Draw three objects to compare using your attribute.
Color and cut.