

## Unit 4: Exploring Meaningful Measurements

### OVERVIEW

Within this unit, students will use measurement tools to estimate, measure, describe, and compare the measurement of objects with standard and non-standard units with appropriate vocabulary. Students will also use those tools to solve contextual problems (real-life) involving length, time, and money. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive, game-based environment.

1.MDR.6.1

Bargain  
Hunters



1.MDR.6.2

Carnival  
Time



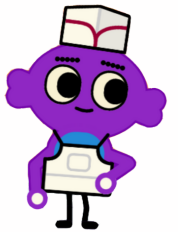
1.MDR.6.3

Farmers  
Market



1.MDR.6.4

Treat  
Factory



## Unit 4: Exploring Meaningful Measurements



### STANDARD & GAME ALIGNMENT DESCRIPTION

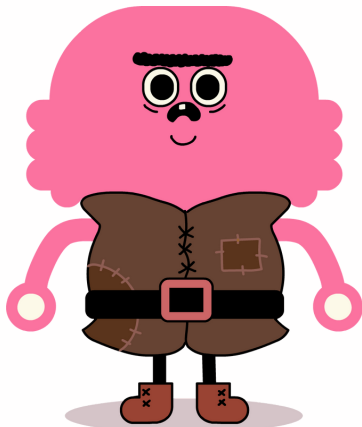


#### 1.MDR.6.1-Bargain Hunters

In Bargain Hunters, students help the Keens choose appropriate measuring tools and measure the items they need for their homes. This game focuses on building measuring skills by encouraging students to use interactive measuring tools to determine the length or height of a given object. Students will order, compare, and measure objects by length.

#### 1.MDR.6.2-Carnival Time

In Carnival Time, students help to learn how to ride the Ferris wheel clock. This game focuses on numeracy skills in measurement and data by asking students to tell and display time using analog and digital clocks. Students will do this using both analog and digital clocks. Students will also determine elapsed time to the hour.



#### 1.MDR.6.3-Farmers Market

In Farmers Market, students are challenged to shop for ingredients to purchase, and then help the Keens pay for the items with the correct amount of money. This game focuses on exchanging money and paying with the exact amount of money necessary. Students will identify, know, and compare values of pennies, nickels, dimes, and quarters up to 100 cents.

#### 1.MDR.6.4-Treat Factory

In Treat Factory, students help Chef Keen create charts and graphs based on the Keens' treat orders and then interpret the data assembled in the charts and graphs. This game focuses on creating and interpreting tally charts, picture graphs, and bar graphs. Students will observe, gather, and organize data then answer questions aligned to the data.

