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## REXGBGRTMGTERS Student handout

## PART 1 - PIXCL PIeces

Find the area and perimeter of each game piece.


1. Choose a puzzle. Which puzzle did you pick?
2. Add all the squres in the shapes at the bottom of that puzzle's page. What's the total number of those squares?
3. How many squares are in the puzzle shape?
4. What is the perimeter of the puzzle shape?

5. Choose four more puzzles and answer the same questions.

| Puzzle Number | Shapes Area |  | Puzzle Area |  | Puzzle Perimeter |
| :--- | :--- | :--- | :--- | :---: | :---: |
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## PART 3 - PIXCL PICKER

1. Circle one of these numbers to use to make a Pixel Party puzzle.
$\begin{array}{llllllllll}14 & 15 & 16 & 17 & 18 & 19 & 20 & 21 & 22 & 23\end{array}$
2. Find a set of Pixel Party game pieces that have a total area equal to the number you circled. Put the pieces together however you like and trace the outline below to make your own Pixel Party puzzle.
3. What is the area of your puzzle?
4. What is the perimeter of your puzzle?

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