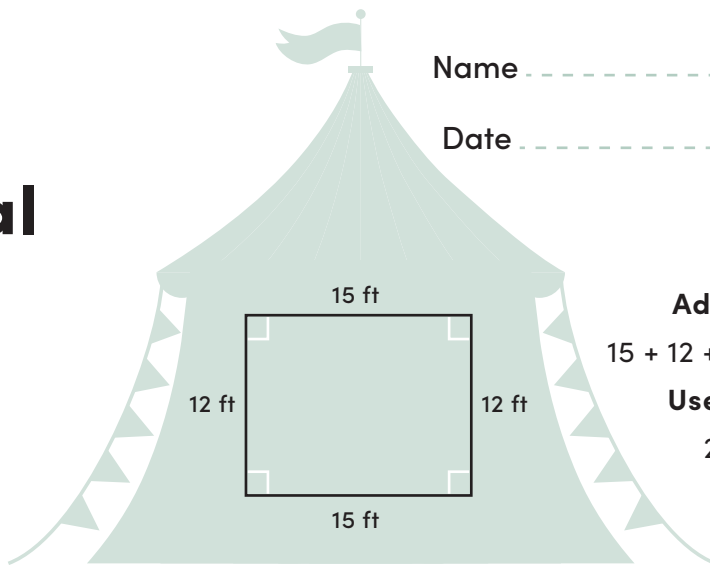# PERIMETER: Perfect Carnival

Name _____

Date _____

The perimeter is the distance around a two-dimensional shape.

Calculate perimeter of a rectangle by adding up the lengths of all the sides, or by using the perimeter equation:

2 x Length + 2 x Width = Perimeter

15 ft

12 ft   12 ft

15 ft

Add up the sides:

15 + 12 + 15 + 12 = 54 ft.

Use the equation:

2(15) + 2(12) = P

30 + 24 = P

54 ft. = P

Directions: Find the missing rectangle dimensions for each carnival booth in the table.

Booth	Dimensions	Perimeter
Basketball Dunk	14 ft. + 10 ft. + 10 ft. + **14 ft.**	**48 ft.**
Ring Toss	4 ft. + 4 ft. + **4 ft.** + **4 ft.**	**16 ft.**
Wii Dance	2 ft. + 10 ft. + 10 ft. + **2 ft.**	**24 ft.**
Bag Toss	9 ft. + 3 ft. + **3 ft.** + **9 ft.**	**24 ft.**

Booth	Dimensions	Perimeter
Video Games	6 ft. + **4 ft.** + 6 ft. + **4 ft.**	**20 ft.**
Board Games	5 ft. + **7 ft.** + **5 ft.** + 7 ft.	**24 ft.**
Water Balloon Toss	3 ft. + 3 ft. + **9 ft.** + **9 ft.**	**24 ft.**
will vary	8 ft. + **8 ft.** + 9 ft. + **9 ft.**	**34 ft.**

Directions: Choose the booths for your carnival and use their dimensions to draw the space you'll need for each. Each box in the grid measures 1 foot. Leave at least 2 feet in between each booth.

Student answers will vary, but can look something like this:

6 ft.

4 ft.   Video Games   4 ft.

6 ft.   10 ft.

14 ft.

Basketball Dunk

10 ft.

9 ft.

Student Choice

8 ft.   8 ft.

9 ft.

14 ft.

4 ft.

Ring Toss

4 ft.   4 ft.

4 ft.