## Talngliing with Angles

Materials: Blank paper folded into 6 sections, pencil, protractor, straight edge or ruler, partners


1. Player 1: Drawn an angle on a blank sheet of paper (pre-folded into 6 sections). Use a straight edge or ruler if needed.
2. Player 2: On the scorecard below, fill in row \#1 with the name of the angle (obtuse, acute, right) and the estimate of the angle measurement.
3. Player 1: Use a protractor to find the actual angle measurement. Player 2 can check to see if he/she agrees.
4. Player 2: Record the actual measurement on the scorecard. Subtract the 2 numbers to find the difference in the estimate and actual measurement. This is Player \#2's score.
5. Reverse player roles: Player 2 draws while Player 1 names \& estimates.
6. Objective: Each player is trying to be the best estimator. The player with the lowest score is the winner.

## Scorecaird Name:

| ROunll \# | Name of Angle | Estimatie | ACTClall | Score |
| :---: | :---: | :---: | :---: | :---: |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3) |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |
| (6) |  |  |  |  |
| $\pi$ OTa)l SCOre $\longrightarrow$ |  |  |  |  |

