

## Lesson 15: Design Your Own Robot

• Let's use perimeter and area to design robots.

## Warm-up: What Do You Know About Area and Perimeter?

What do you know about area and perimeter?



## 15.1: Create Your Own Robot

- 1. Create your own robot with these specifications. Explain or show your work so it is clear your robot meets the required specifications.
  - a. Each body part must be a rectangle.
  - b. Head: perimeter of 36 units
  - c. Neck: perimeter of 8 units
  - d. Body: perimeter of 64 units
  - e. Each arm: perimeter of 24 units
  - f. Each leg: perimeter of 32 units
  - g. Include one more rectangular feature of your choice on your robot.
- 2. Find the area of each of your robot's body parts.

3. Find the total area of your robot.

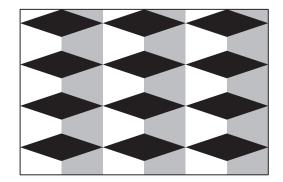
4. Gallery Walk: As you visit the robots with your partner, discuss the different areas that can be created with rectangles that have the same perimeter.



## **Section Summary**

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In this section we reasoned about shapes to design wax prints, a park, and a robot.



Also, we solved problems involving area and perimeter.

