## Geometry Village

## Materials Needed:

Pencil, notebook paper, rulers, yardstick, markers, crayons, colored pencils, scissors, glue, $28 \times 22$ inch poster board, construction paper

## Before You Begin:

Carefully read the directions through before beginning to gain an understanding of what you are going to do.

Before creating your final project, make a rough draft of your map on notebook paper. You will use the draft throughout the project to add all the details. Then use your rough draft as a guide to create your map on a piece of poster board.

There are 10 requirements for a total of 100 points.

1. Draw one set of parallel roads and name them. The name must relate to math (for example: Decagon Road, Fraction Street, etc.). Also, make sure that all the roads are the same width.
2. Draw one road that is perpendicular to another road. Name it.
3. Draw one road that intersects with another road on your map. They may intersect each other or any of the other roads. These roads intersect but are not perpendicular. Name these roads.
4. Make $\mathbf{1 0}$ shapes out of $\mathbf{4}$ by $\mathbf{4}$ square pieces of construction paper. The shapes are as follows: triangle, square, rectangle, trapezoid, pentagon, hexagon, heptagon, octagon, nonagon, decagon. Label the perimeter of each shape.
5. The polygons created in step 4 are the building in your town. Each building needs to have a mathematical term in its name (for example: Optical Octagon, Multiplication Manor, Perimeter Palace, etc.).
6. In an open space of your map, you must create a park that meets these specific requirements: 1. The park is a square with an area of 36 square inches. 2 . Within the square, draw a round sandbox with a 1 -inch diameter. 3. Draw a rectangular swimming pool that has a perimeter of 6 inches. 4. Draw a pond with a diameter of 1 inch. 5. Draw a right scalene triangle for the picnic area with a height of 2 inches and a base of 1.5 inches.
7. Put 5 other things on your map. Some possibilities are extra roads, a river, cars and trucks, a train station, or other things commonly found in a town.
8. Use crayons, markers, or colored pencils to make your map colorful and attractive.
9. Give your town a name. Place the name at the top of your map in marker.
10. Take a picture of your map and email it to your teacher.

## Geometry Town Rubric

| Requirements | Points Possible | Points Earned |
| :---: | :---: | :---: |
| 1 set of named parallel roads | 5 |  |
| 1 named perpendicular road | 5 |  |
| 1 set of named intersecting roads | 5 |  |
| 10 required polygons | 10 |  |
| All 10 objects named and perimeter labeled | 25 |  |
| Mathematical terms used in the names of the 10 buildings | 10 |  |
| 30 square inch park with 1 -inch diameter sandbox, rectangular pool with perimeter of 6 inches, right scalene triangle with correct base and height, and pond with correct diameter | 10 |  |
| 5 other things added on the map | 10 |  |
| Map is colorful and attractive | 10 |  |
| Map is named and labeled | 10 |  |
| Total | Possible <br> Points: 100 | Total Points Earned: |

