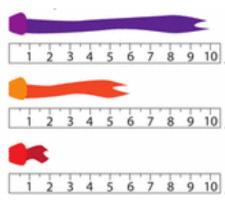
Comparing Lengths

Grade range: K-1

Materials: items of varying lengths

Directions:

- 1. Using your length, compare your length with a partner
- 2. Determine which length is longer, shorter.
- 3. Using a third length, compare it to one of the players. Which is longer? shorter?



other

- 4. For **K students** partners order the lengths from shortest to longest (or vice-versa) and use descriptive language to support how they know or justify why they ordered the lengths in that manner.
 - a. Players should use language such as "_____ is longer than _____". Or "____ is shorter than _____".
 - b. Players may also use sentence frames such as "This one is long, this one is longer, and this is the longest." When comparing their lengths.
- 5. First Grade students will use three lengths.
- 6. Players will order three objects by comparing the lengths of two of the objects indirectly by using a third object.
 - a. Players should use language such as "If length A is longer than length B, and length B is longer than length C, then length A is also longer than length C".
 - b. Players may also use sentence frames such as "This one is long, this one longer, and this is the longest." When comparing their lengths.

Grade range: Pre-K-1

About the mathematics: The "Comparing Lengths" task assesses two aspects of students' understanding of linear measurement—length as an attribute and the ordering of objects by length. Students will be able to compare their length to at least two other players. Players will use direct comparison to determine the common attribute, and then describe the differences using the vocabulary of that attribute (longer, shorter, longest, shortest). Players will be able to use at least two strategies to justify their claim.

For First Graders: Players can make inferences about longer shorter by using prior information/knowledge about the relationship between given lengths (transitivity principle for indirect measurement). Order three objects by length; compare the lengths of two objects indirectly by using a third object.