

Units of Measurement trading cards

*An inquiry into units of measurement, their
relationships, and their uses.*

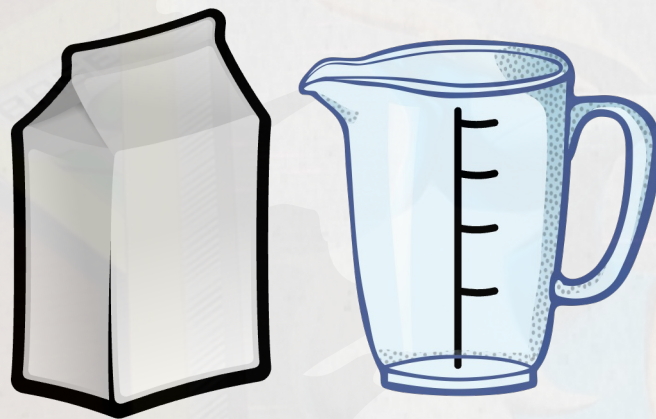
Look at these examples to the right.
Use these to inspire your own trading cards- but don't copy them too closely. You'll need to add a theme, cool artwork, and other interesting details to make them rare collectibles.

Each card must include:

- The unit classification
- Common conversions
- Where to use in the real world
- An image

Can you think of ways to turn your cards into a game? Or perhaps give certain cards strengths and weaknesses?

The quart



Unit classification: volume

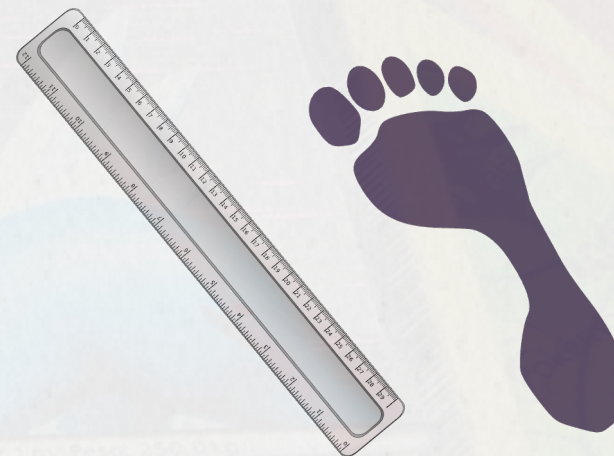
Common conversions

2 pints = 1 quart
 $\frac{1}{4}$ gallon = 1 quart
4 cups = 1 quart

Where to use

- Putting oil into a car
- Cooking and recipes

The foot



Unit classification: length & height

Common conversions

1 yard = 3 feet
12 inches = 1 foot
1 mile = 5,280 feet

Where to use

- Calculating your height
- Measuring size of room (square feet)

Key Concept: Connection

Discuss these questions with a classmate & then use your understandings to help guide your unit of measurement card making

1. Imagine a world without standardized units of measurement. How would scientists, engineers, and builders communicate and collaborate?
2. How have different cultures and civilizations throughout history developed their own units of measurement? What challenges might arise when different systems are used?
3. Think about a situation where choosing the right unit of measurement is crucial. Why is it important to select the appropriate unit, and how might using the wrong one lead to misunderstandings or errors?
4. Can you find examples in nature where units of measurement are evident? How does nature inspire human systems of measurement?
5. How do units of measurement change as technology advances? Can you provide examples of how new technologies have influenced the way we measure things?
6. Explore the idea of measurement in different dimensions, such as length, volume, weight, and time. Are there common principles that apply to all these dimensions, or are they fundamentally different?



Creativity

The trading card lacks originality, appearing unplanned or closely copying another type of cards. The cards need more design elements, colors, and graphics to capture the viewer's attention.

The trading cards are creative but need more work to develop a cohesive theme. - It includes limited design elements, colors, and graphics.

The trading cards are creative, showing a good effort to make the cards have a cohesive theme. - It includes some design elements, colors, and graphics that enhance theme.

Content

The trading cards (less than 8) are missing a lot of the required information and/or some of the information is inaccurate. The cards don't include all the requirements :
The unit classification, common conversions, where to use in the real world, an image.

The trading cards (10+) offer most of the required information about the chosen units of measurement, with accuracy and clarity. The cards mostly include : The unit classification, common conversions, where to use in the real world, an image.

The trading cards (10+) offer all the required information about the chosen units of measurement, with accuracy and clarity. The cards include: The unit classification, common conversions, where to use in the real world, an image.

Neatness/Art

The trading cards lack neatness and attention to detail. The text is sometimes illegible, and visuals appeared to be rushed and unplanned.

The trading cards are neat but have some minor issues with organization or attention to detail. The text is legible, and visuals are adequate.

The trading cards are exceptionally neat and well-crafted, showcasing meticulous attention to detail. - All text is legible, and visuals are very clear and well-executed. -
The overall appearance is visually stunning.