

**From**  
***Round Table Geometry:***  
***30 Activities to Connect Math and Literature***

Sir Cumference, his wife Lady Di of Ameter, and their son Radius draw diagrams and use reasoning to help readers learn geometry concepts.



For more fun learning activities for *Sir Cumference and the First Round Table*, order *Round Table Geometry*. 1-57091-155-X. \$9.95.

*Round Table Geometry* includes these activities incorporating multiple intelligences.

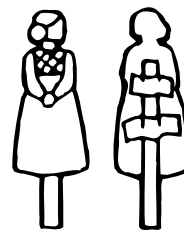
ACTIVITIES	Visual/Spatial Intelligence	Verbal/Linguistic Intelligence	Logical/Mathematical Intelligence	Musical/Rhythmic Intelligence	Bodily/Kinesthetic Intelligence	Interpersonal Intelligence	Intrapersonal Intelligence
Chart the Story Structure	x	x					
Put on a Puppet Show		x		x	x	x	
Build a Castle	x	x					
I Dub Thee			x	x	x	x	
Which Side?	x	x	x		x		
Odd or Even?			x				
Race to the Castle	x		x		x		
Tangram Strategies	x		x		x		
Shape Names and Lucky Number	x	x	x				
Design a Coat-of-Arms	x		x				x
Make a Class Armorial	x		x			x	
Farm Fractions	x		x				x
Fraction Graph	x	x	x				
Market Day Bar Graph	x	x	x		x	x	
Circle Graphs	x	x	x		x	x	
Put the Hats on Their Owners	x			x			x
Make a Crown, a Lady's Hat, or a Helmet	x		x				x
March in a Procession				x	x	x	x
Discovering Pi	x	x		x		x	
Circle Magic	x					x	
Target Practice			x				
Measuring Area and Perimeter	x		x		x		
A Kingdom of Triangles	x	x	x				
Cut a Five-pointed Star	x				x		
Magic Triangles	x		x				x
Leaving the Castle Maze	x		x		x		
Chess Code	x	x					
Circle Code	x	x	x		x		

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## INTERPERSONAL ACTIVITIES

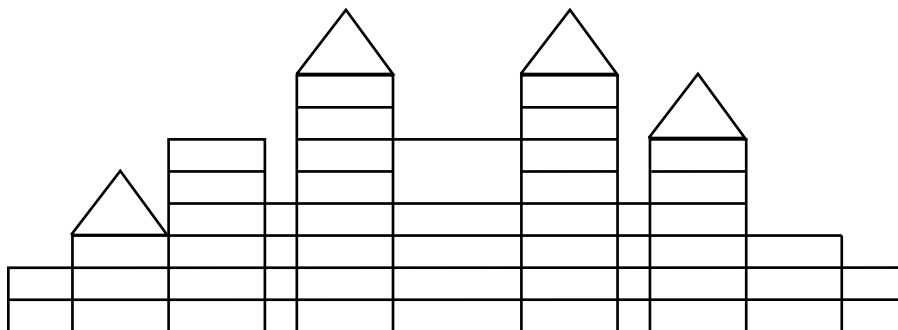
### Putting on a Puppet Show

Hand out copies of “*Sir Cumference Stick Puppets*.” Have the students cut out the puppets and tape them to sticks to act out a scene from the story, *Sir Cumference and the First Round Table: A Math Adventure*. Help them think of a song that can be adapted to end the show: for example, “Here We Go ‘Round the Mulberry Bush” could become “Here We Go ‘Round King Arthur’s Table.”



### Building a Castle

Ask the students to name the parts of a castle: towers, turrets, walls, gate, moat, and drawbridge. Suggest some new vocabulary, such as the **keep** (strongest and most secure tower), the **wall walk** (walkway along the inside of the high walls), and the **portcullis** (the iron gate that could be lowered to block the entrance).



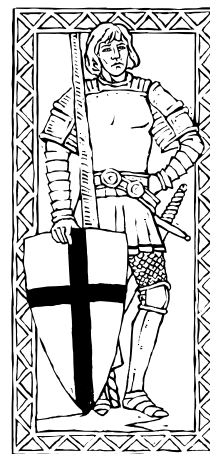
Have students work in small groups to build a castle in which to stage their puppet show. Students might build the castle of blocks. Older students might construct their own cubes by tracing the template for “Making Dice.”

### I Dub Thee

Explain that, in medieval England, a seven-year-old child could become a **page** who would serve in the castle, learning about proper behavior and how to ride and tend horses. At age 14, a page could become a **squire**, tending a knight’s horses, weapons, and armor.

If a squire was brave, he could be knighted by the king. The king would name the knight as he tapped first one of the knight’s shoulders and then the other.

Have pairs of students choose a number from 1 to 15. Ask them to write two combinations of numbers that equal their sum. Each student chooses one combination and knights his or her partner, saying, “I dub thee Sir Seven,” while tapping three times on one shoulder and four on the other.



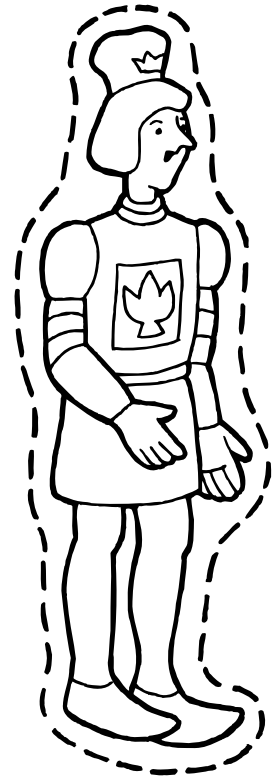
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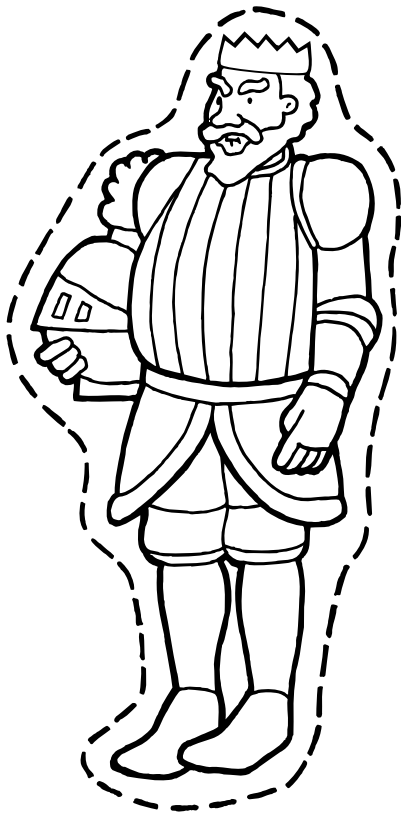
Radius



Sir Cumference



Geo of Metry



King Arthur

*Cut out the  
people and  
tape them to  
sticks. Use  
them to do a  
Sir Cumference  
show.*

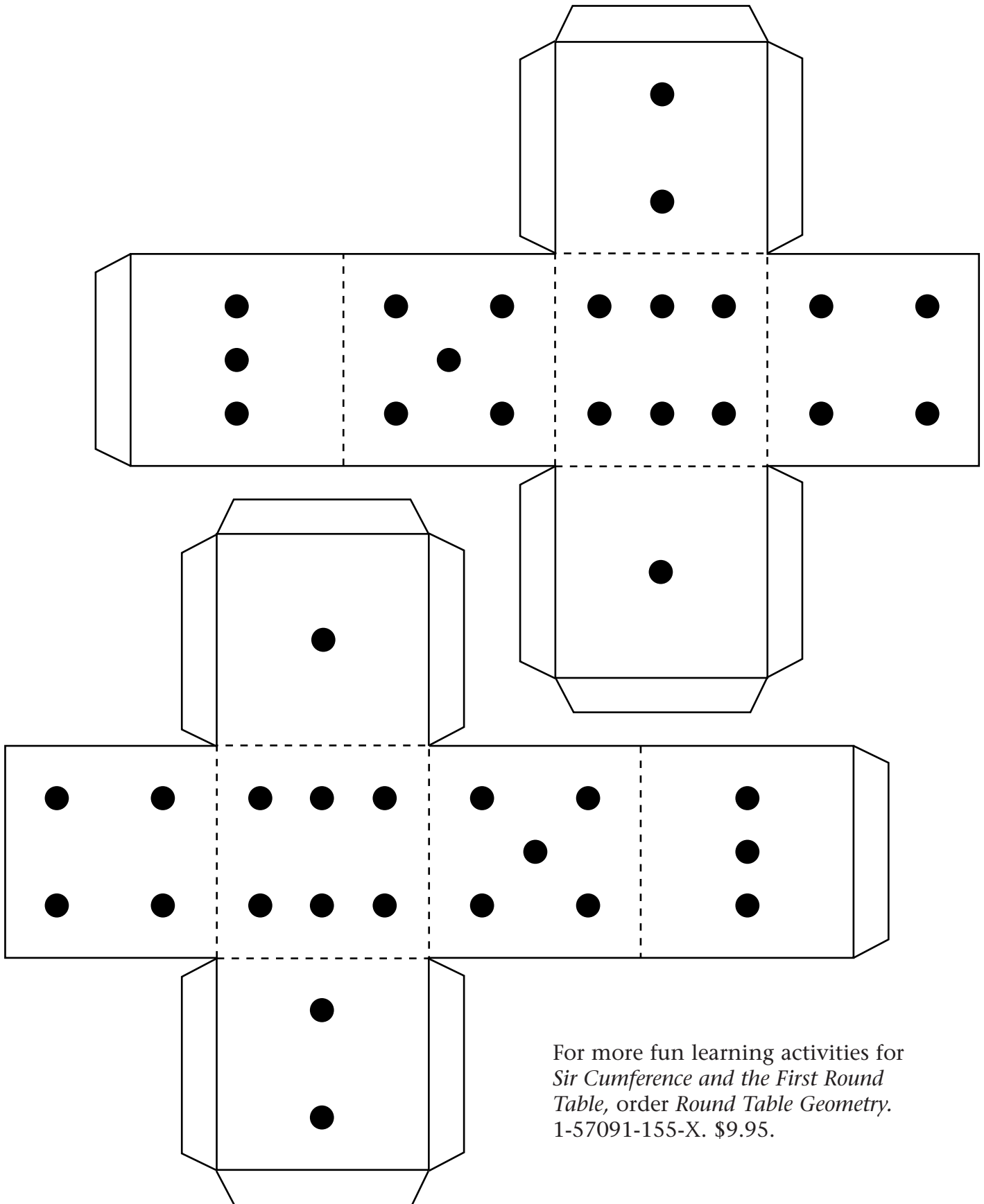


Lady Di of Ameter

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## MAKING DICE

*Cut out the shapes. Fold each one along the dotted lines. Keep the number dots on the outside. Fold the tabs and tape them over the outside.*

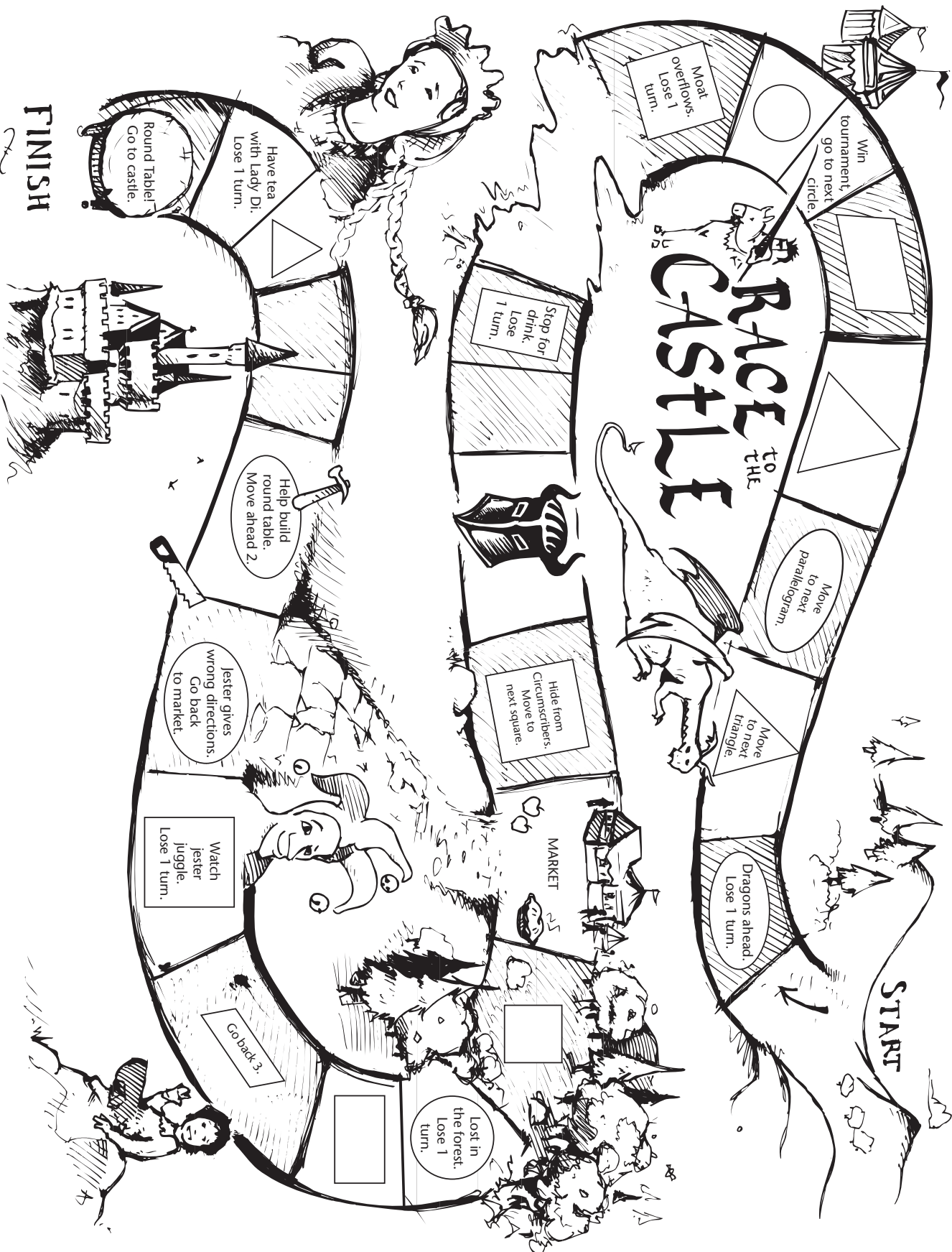


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*Table*, order *Round Table Geometry*.  
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## Race to the Castle

Groups of 2-4 players roll dice and move the number shown. Other games: subtract, multiply, or divide the two numbers rolled on the dice for each move.



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