GREY GROUP
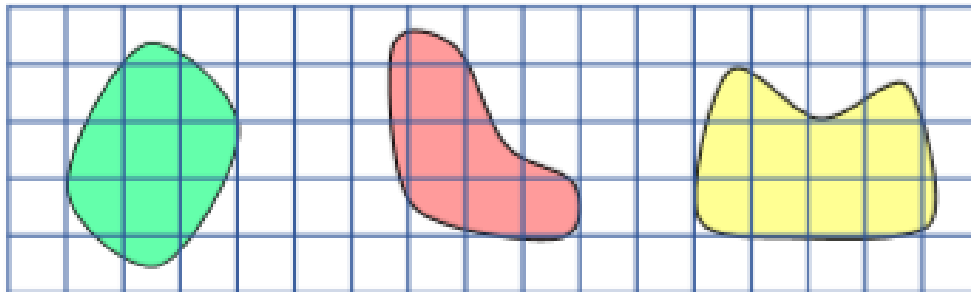
1. Approximate (to the nearest whole square) the area of each shape, then calculate their total combined area if each square represents 1cm².

Not to scale
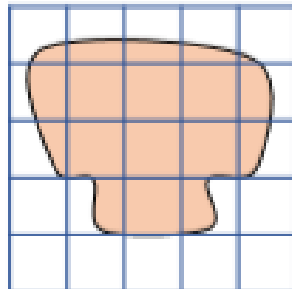
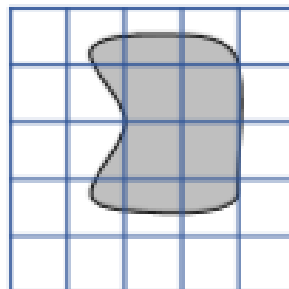2. Approximate the areas (to the nearest whole square), then compare using <,> or =.

1 square = 1cm²	1 square = 1cm²	1 square = 1cm²

Not to scale   Not to scale   Not to scale

A   [   ]   B   [   ]   C
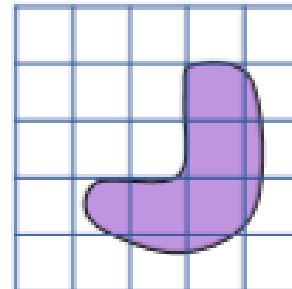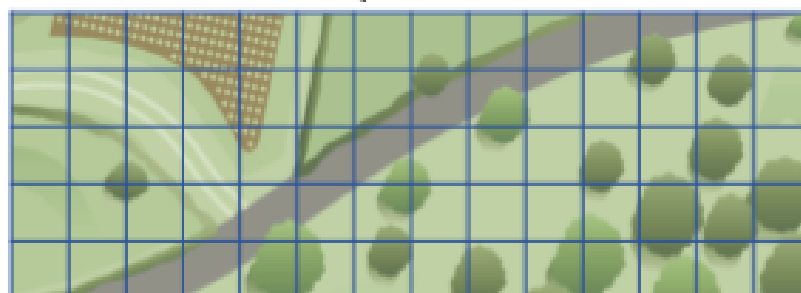
3. A builder needs to buy land to build a picnic area. The area of the land must be 7m². Some of the land must run along the edge of the road. Draw a possible area that the builder could use.
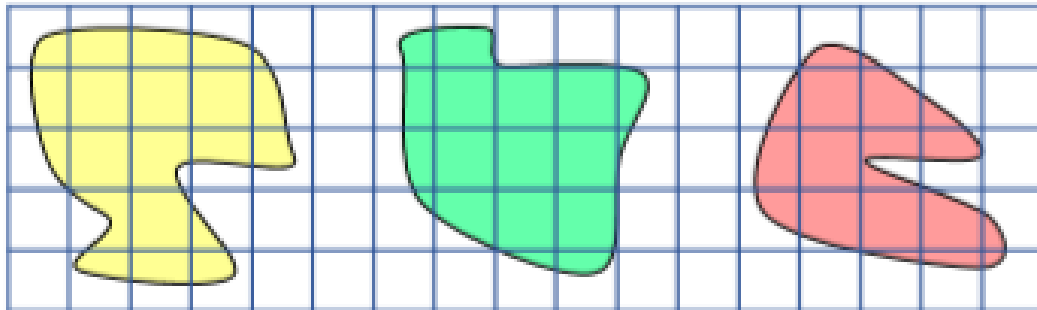
1 square = 1m²

Not to scale

4. Approximate (to the nearest whole square) the area of each shape, then calculate their total combined area if each square represents 2cm².
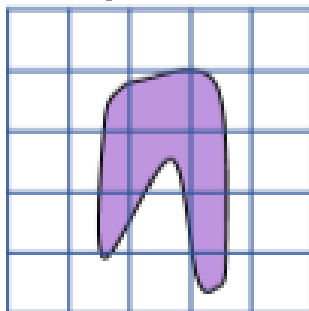

Not to scale

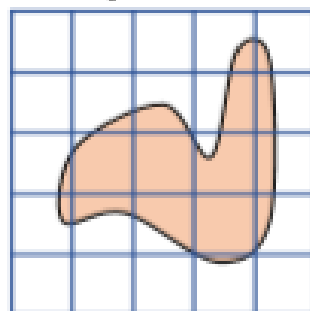5. Approximate the areas (to the nearest whole square), then compare using <,> or =.

1 square = 4cm²   1 square = 5cm²   1 square = 3cm²

Not to scale   *Not to scale*   *Not to scale*

A ⬚   B ⬚   C
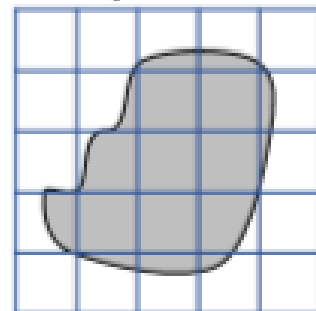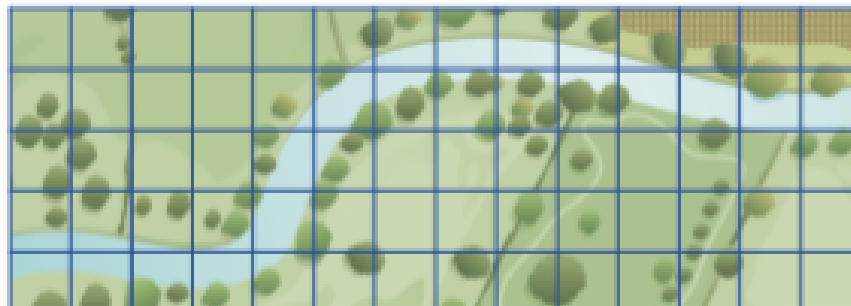
6. A builder needs to buy land to build an ice cream parlour. The area of the land must be 44m². Some of the land must run along the edge of the river. Draw a possible area that the builder could use.
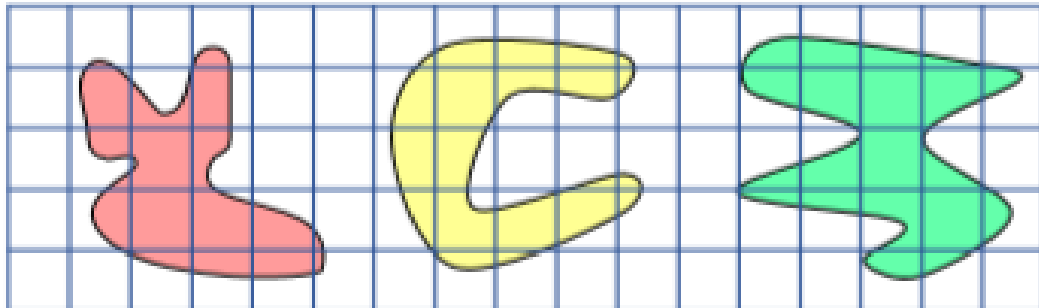
1 square = 4m²

Not to scale

GOLD GROUP

7. Approximate (to the nearest whole square) the area of each shape, then calculate their total combined area if each square represents 0.5cm².

Not to scale
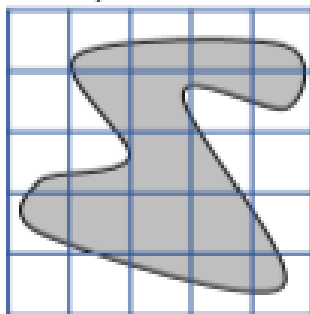
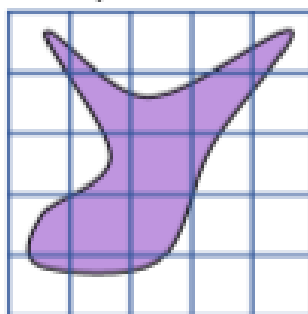8. Approximate the areas (to the nearest whole square), then compare using <,> or =.

1 square = 2.5cm²	1 square = 1.5cm²	1 square = 0.5cm²

Not to scale   *Not to scale*   *Not to scale*

A [   ]   B [   ]   C
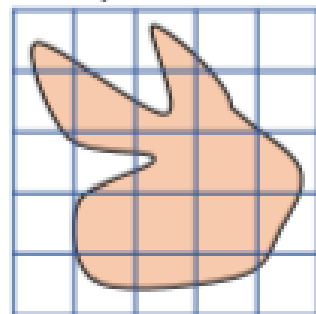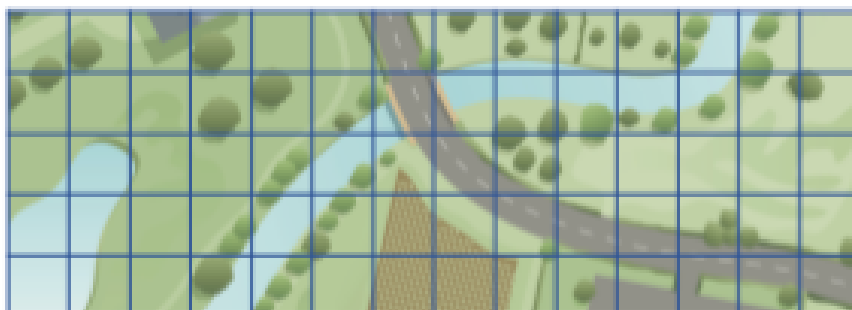
9. A builder needs to buy land to build a sandwich shop. The area of the land must be 24.5m². Some of the land must run along the edge of the river and the edge of the road. Draw a possible area that the builder could use.

1 square = 3.5m²

Not to scale