


# The Physics Aviary: **Measuring Games**

<https://thephysicsaviary.com/Physics/Programs/Games/find.php>

**In this activity, you will practice measuring with four different instruments.**

1. Read & follow the instructions carefully for each game. Use the link above for an index of all the games OR click on the links below for each game. *Make sure you choose the correct games!*
2. On each game there are 5 questions. For each game, **you can only have one wrong answer** or it will count against your grade. If you have too many wrong answers, you can always refresh your screen and start over.
3. For each game, take a screen shot of the final score page using one of the methods listed below and paste all of the screen shots into one Google Doc.
  - **Windows/PC:**
    - Press and hold Ctrl + PrtScn (to copy the whole page)
    - Or Press and hold Windows logo key  + Shift + S (to copy a part of the screen)
  - **Mac:**
    - Press and hold Shift + Command + 3 (to copy the whole page)
    - Or press and hold Shift + Command + 4 (to copy a part of the screen)
4. Paste each final page into JUST ONE single doc using one of the methods below
  - Windows PC: Press Ctrl + V
  - Mac: Press Command + V
5. Name the doc with your class period, name and this assignment name: PA Measuring Games and submit it to your Chemistry Shared folder (you don't have to convert it to a PDF)
6. Complete each of the activities below. BEFORE YOU BEGIN each one, enter your first and last name and class period in the name box.
  - **10 mL Graduated Cylinder Challenge Level 2**  
<https://thephysicsaviary.com/Physics/Programs/Games/EstimatingGraduatedCylinderMS/>
  - **Estimating Triple-Beam Balance Challenge Lite**  
<https://thephysicsaviary.com/Physics/Programs/Games/EstimatingReadtheTripleBeamMS/>
  - **Read The Thermometer Challenge**  
<https://thephysicsaviary.com/Physics/Programs/Games/ReadTheThermometerChallenge/>
  - **Ruler Challenge Level 2**  
<https://thephysicsaviary.com/Physics/Programs/Games/EstimatingRulerUseMS/>