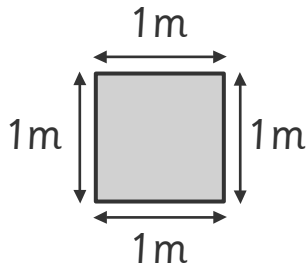




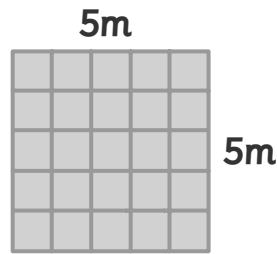
Name: \_\_\_\_\_ Class: \_\_\_\_\_

Calculate the perimeter of each of the squares and rectangles below.



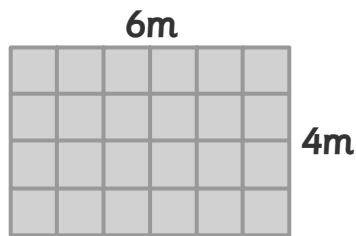
Not drawn to scale.

**1**



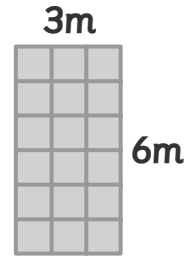
perimeter = \_\_\_\_\_ m

**2**



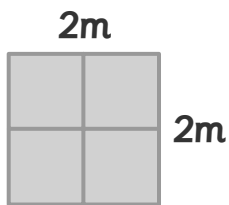
perimeter = \_\_\_\_\_ m

**3**



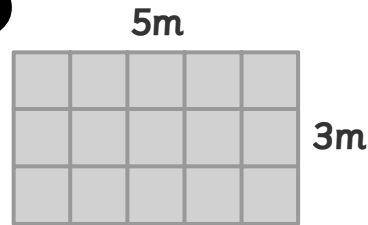
perimeter = \_\_\_\_\_ m

**4**



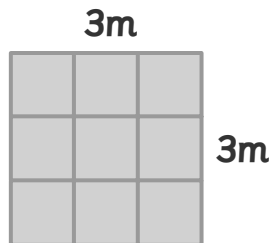
perimeter = \_\_\_\_\_ m

**5**



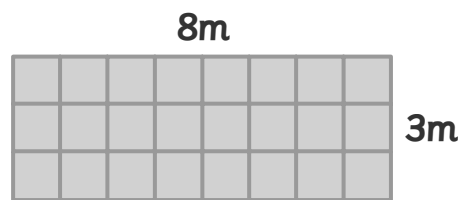
perimeter = \_\_\_\_\_ m

**6**



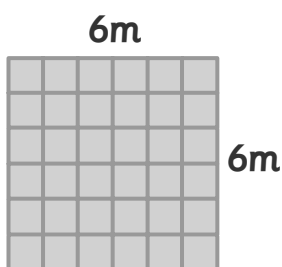
perimeter = \_\_\_\_\_ m

**7**



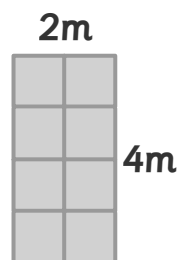
perimeter = \_\_\_\_\_ m

**8**



perimeter = \_\_\_\_\_ m

**9**



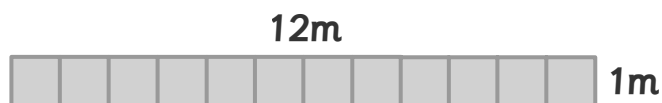
perimeter = \_\_\_\_\_ m



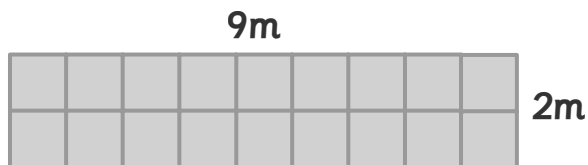
Name: \_\_\_\_\_ Class: \_\_\_\_\_

Cut out the cards.

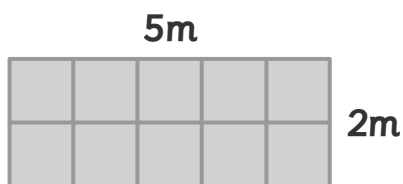
Calculate the perimeter of the square or rectangle on each card and match the pairs of cards which have the same perimeters.



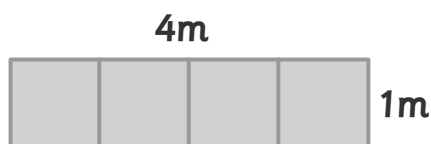
perimeter = \_\_\_\_\_ m



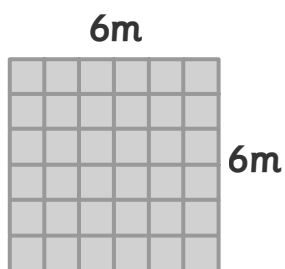
perimeter = \_\_\_\_\_ m



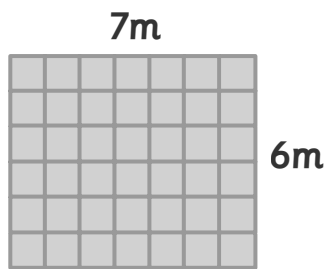
perimeter = \_\_\_\_\_ m



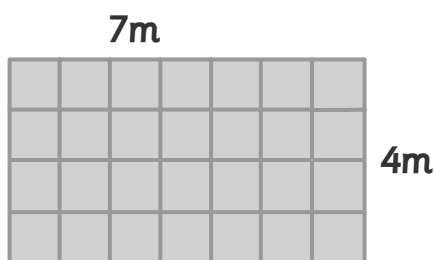
perimeter = \_\_\_\_\_ m



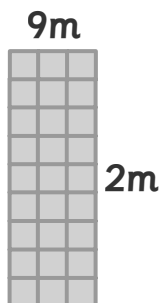
perimeter = \_\_\_\_\_ m



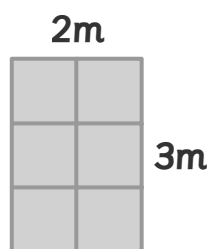
perimeter = \_\_\_\_\_ m



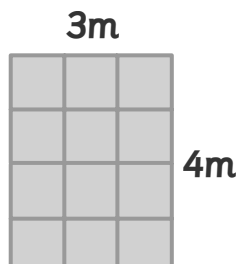
perimeter = \_\_\_\_\_ m



perimeter = \_\_\_\_\_ m



perimeter = \_\_\_\_\_ m



perimeter = \_\_\_\_\_ m