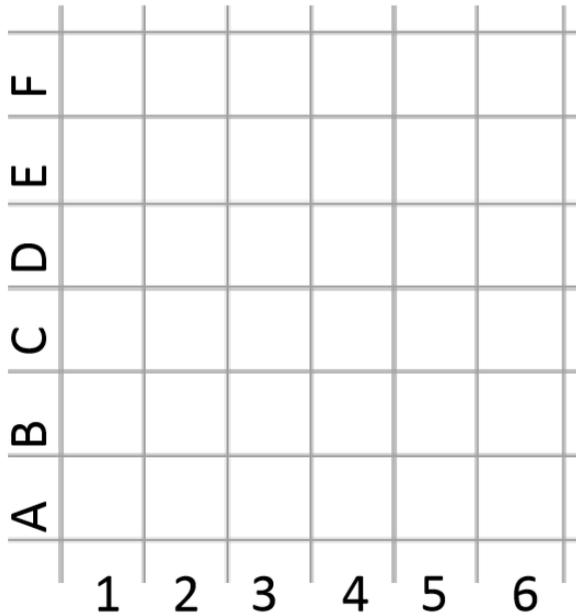


REMEMBER – First along the corridor, then up the stairs

so the teddy is at (2,E) NOT (E,2)

Objective:
Geometry

Position & Direction: Describe positions on a 2D grid as coordinates in the first quadrant



Put a dot on 2B
Put another dot on 4F
Now join them together
Change colour pen and put two dots on 3C and 5E and join them.



Describe the position of:

- The teddy
- The teapot
- The kettle
- The orange

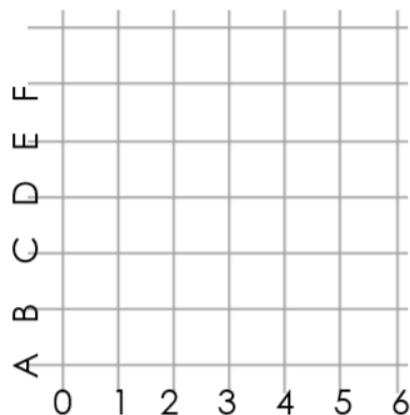
5					
4					
3					
2					
1					
	A	B	C	D	E

Describe the position of:

- The car
- The apple
- The dice
- The darts

Add at least two more and say what their position is.

Take some squared paper and mark the coordinates as shown below:



Place a triangle on the grid and make a note of the coordinates.
 Place a square on the grid and note coordinates
 Place a T shape on the grid and note coordinates
 Place other capital letters on the grid.

Play a game of Battleships with someone at home.

Rules for Battleships

Game Objective

The object of Battleships is to try and sink all of the other player's before they sink all of your ships. All of the other player's ships are somewhere on their grid. You try and hit them by calling out the coordinates of one of the squares on the grid. The other player also tries to hit your ships by calling out coordinates. Neither you nor the other player can see the other's board so you must try to guess where they are. Each player has two grids: one for the player's ships and one for recording the player's guesses.

Starting a New Game

Each player draws a grid labelled with letters on the horizontal axis and numbers on the vertical axis. The players place 5 ships somewhere on their grids. The ships can only be placed vertically or horizontally. Diagonal placement is not allowed. No part of a ship may hang off the edge of the grid. Ships may not overlap each other. No ships may be placed on another ship.

Once the guessing begins, the players may not move the ships.

The 5 ships are: Carrier (occupies 5 spaces), Battleship (4), Cruiser (3), Submarine (3), and Destroyer (2).

Playing the Game

Player's take turns guessing by calling out the coordinates. The opponent responds with "hit" or "miss" as appropriate. Both players should mark their board with crosses for a hit and a circle for a miss. For example, if you call out F6 and your opponent does not have any ship located at F6, your opponent would respond with "miss". You record the miss by drawing a circle at F6

When all of the squares that one your ships occupies have been hit, the ship will be sunk.

As soon as all of one player's ships have been sunk, the game ends.

Have fun!!!

