

Construct a grid coordinate system that uses coordinates to locate...

construct a grid coordinate system that uses coordinates to locate positions within a space; use coordinates and directional language to describe position and movement

Learning intention

- construct a grid coordinate system that uses coordinates to locate positions within a space; use coordinates and directional language to describe position and movement

Teach and model

- understanding how the numbers on the axes on a grid coordinate system are numbers on a number line and are used to pinpoint locations
- discussing the conventions of indicating a point in a grid coordinate system; for example, writing the horizontal axis number first and the vertical axis number second...
- comparing a grid reference system to a grid coordinate system (first quadrant only) by using both to play strategy games involving location; for example, "Quadrant..."

Check understanding

- Explain the main idea in construct a grid coordinate system that uses coordinates to locate... using an example.
- Show the idea in a second way: with words, a model, a diagram or symbols.
- Apply the idea to a short unfamiliar situation and justify the result.

Teaching cautions

- Ask the student to explain their choice, not only state an answer.
- Check that key vocabulary is understood in a new example.
- Mix representations so the skill is transferred rather than copied.

Quick lesson sequence

- Connect to prior knowledge and introduce the key vocabulary.
- Model one clear example, then solve a second example together.
- Finish with an independent check and a short student explanation.