



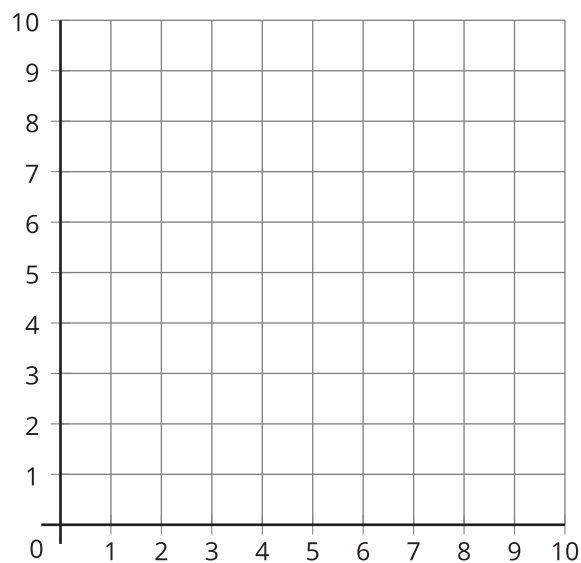
Explore the Coordinate Grid

Let's explore the coordinate grid.

Warm-up

Notice and Wonder: The Grid

What do you notice? What do you wonder?



Activity 1

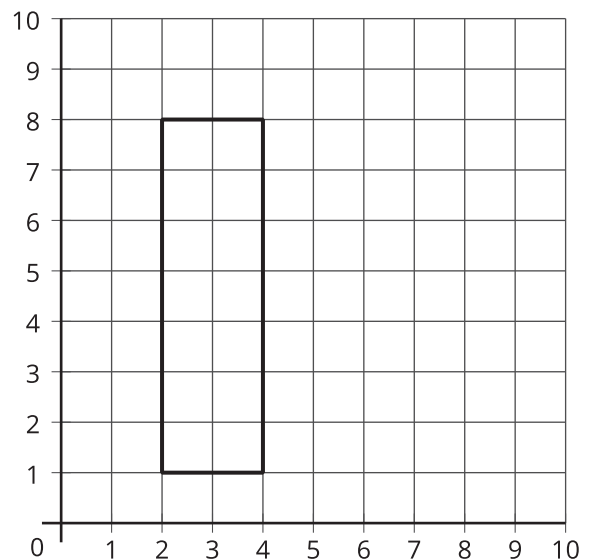
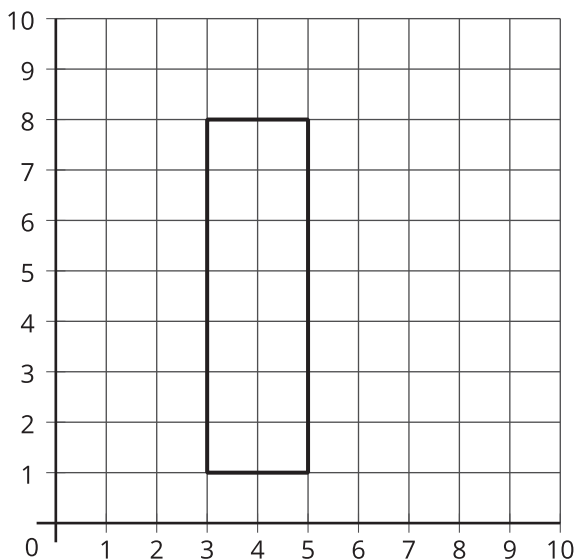
Introduce Can You Draw It—Shapes on the Coordinate Grid

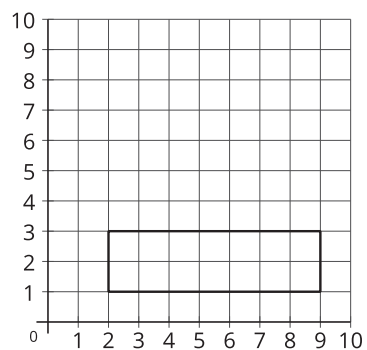
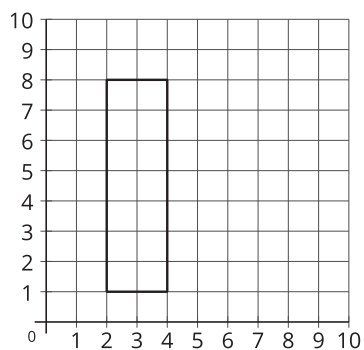
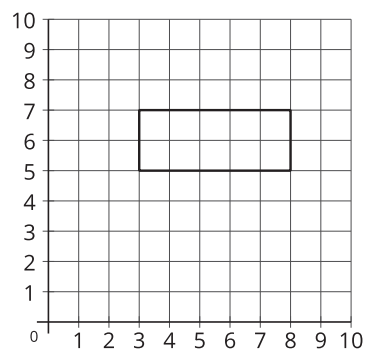
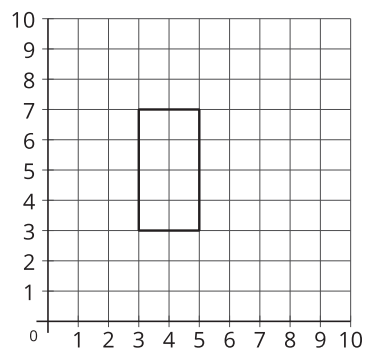
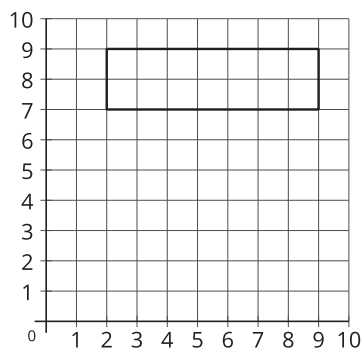
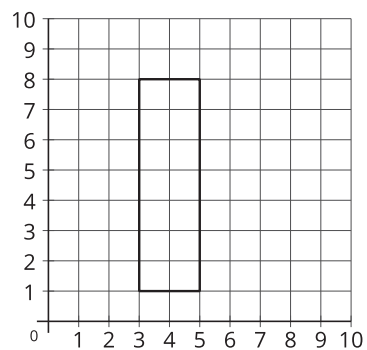
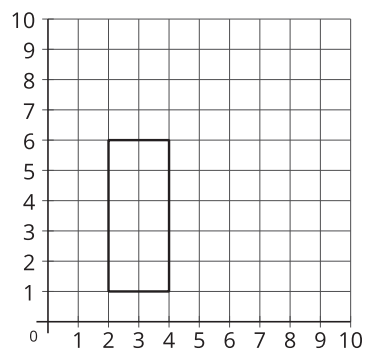
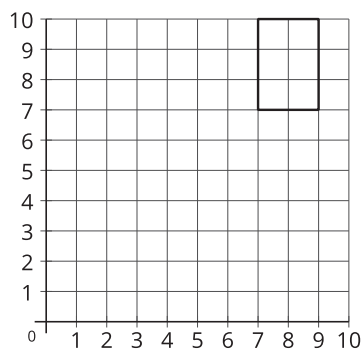
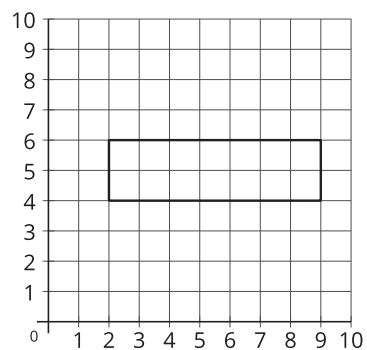
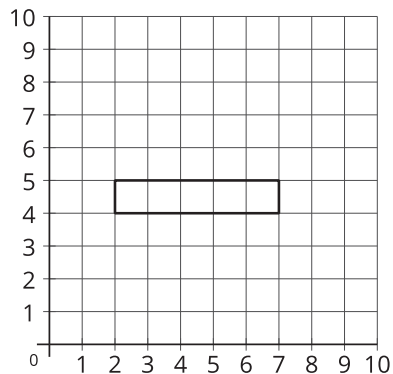
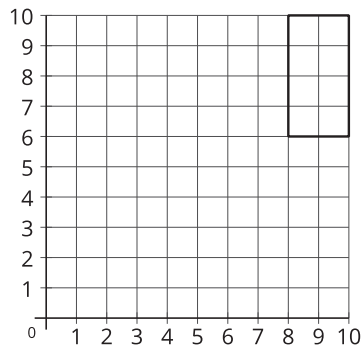
1. Play 3 rounds of *Can You Draw It?* using the 3 sets of cards and 2 Recording Sheets from your teacher.
 - a. Use a different set of cards for each round.
 - Round 1: Shapes not on a grid
 - Round 2: Shapes on a grid without numbers
 - Round 3: Shapes on a numbered grid
 - b. For each round:
 - Partner A chooses a card and describes the shape without showing it.
 - Partner B draws the shape as described.
 - Partner A reveals the card, and Partner B reveals the drawing.
 - Compare the shapes and discuss: What's the same? What's different?
 - c. Score the round for Partner B.
 - Earn 2 points if your shape exactly matches the shape on Partner A's card.
 - Earn 1 point if it doesn't match exactly but matches the given description.
 - d. Switch roles and repeat to finish the round.
 - e. The partner with the highest score after 3 rounds wins the game.
2. Look at Partner B's drawings for each round. When does Partner B's drawing look most like the shape on the card? Explain why you think that is so.

Activity 2

Which One: Shapes on the Coordinate Grid

1. Play a round of *Which One*?
 - Sit next to your partner.
 - Partner A:
Choose one of the shapes A–L on the next page. Do not tell or show which shape you chose.
 - Partner B:
Ask *yes* or *no* questions to determine which shape Partner A chose.
2. Switch roles and play another round of *Which One*?
3. Diego and Kiran play a round of *Which One*? Diego chooses one of these two shapes. What question can Kiran ask to determine which shape Diego picked?



A**B****C****D****E****F****G****H****I****J****K****L**