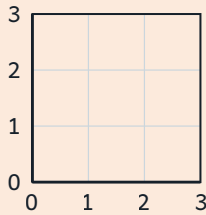


## NAMING THE HIDDEN SHIP

- 1 Find the column letter across the top where the ship sits. The ship is under **B**.
- 2 Find the row number down the side where the ship sits. The ship is beside **2**.
- 3 Write the letter first, then the number, to get the grid reference **B2**.

## WARM-UP

Mark the game pieces on the grid using the references from the practice.



1. Draw a ship in square B2
2. Draw a treasure chest in square C1
3. Draw a star in square A3

## PRACTICE

- 1 In a board game the token lands where column A meets row **1**. What is the grid reference for that square? \_\_\_\_\_
- 2 A play treasure map hides a coin where column B meets row **3**. What grid reference names the coin's square? \_\_\_\_\_
- 3 In a pirate game the little boat sits where column C meets row **2**. What is its grid reference? \_\_\_\_\_
- 4 During a classroom treasure hunt the clue is buried where column B meets row **2**. Write the grid reference so a friend looks in the same square. \_\_\_\_\_
- 5 A star sticker is stuck on the games board where column A meets row **3**. What grid reference tells a partner exactly which square? \_\_\_\_\_

## ! SPOT THE MISTAKE

Sean wants square B3. He reads the number first and goes along row 3, then up to column B.

He treats B3 as row B, column 3.

Sean is wrong. How should he read the grid reference B3?

## REFLECT

Do you name the letter or the number first on a grid square? Why does the order matter?

