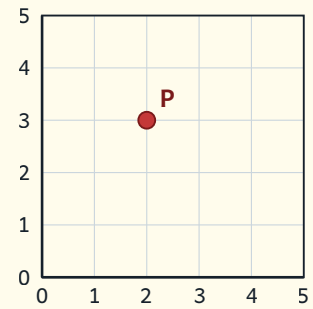


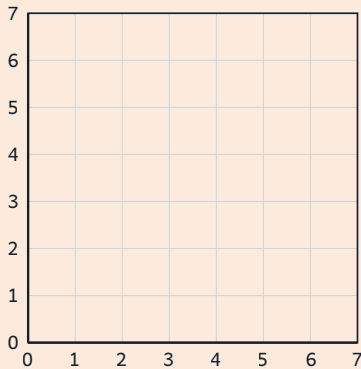
NAMING A GRID POINT

- 1 Start at the bottom-left corner (0, 0).
- 2 Read the first number and go 2 squares across to the right.
- 3 Read the second number and go 3 squares up.
- 4 The point marked P is at (2, 3).



WARM-UP

Plot these game points on the grid, counting across then up from (0, 0).



1. Mark and label the kite at (2, 3) and the marble at (4, 1).
2. Mark and label the star at (6, 3) and the finish flag at (5, 5).
3. Mark both (4, 1) and (1, 4) with different colours to show they are different points.

PRACTICE

- 1 The kite in the play park sits 4 across and 2 up from the corner of the game grid. Write its grid reference. _____
- 2 In the treasure game the gold star is 5 across and 4 up from the corner. Write its grid reference. _____

SPOT THE MISTAKE

Sophie locates a palm tree that is 4 squares across and 2 squares up. She writes:

Grid reference: (2, 4)

Find Sophie's mistake. What is the correct grid reference?

The mistake _____ Correct answer _____

REFLECT

Do you say across first or up first — and why does the order matter?

