Lesson 91

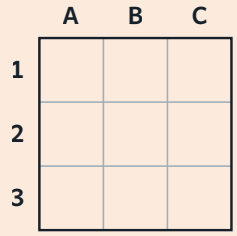
Simple grid references: finding a square

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

Draw each game piece in its square on the grid.



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?

SHAPE & SPACE