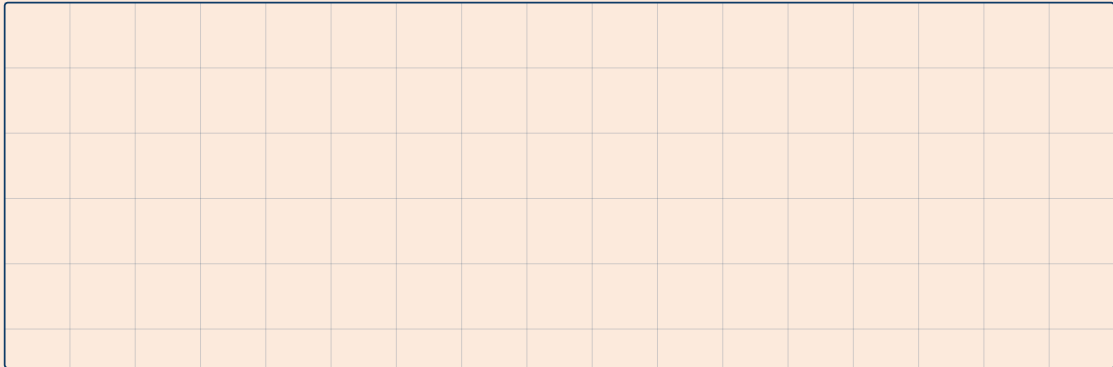


TREASURE ROUTE TO THE STAR

- 1 Start at the door on the bottom-left square of the grid.
- 2 Move 2 squares right (along).
- 3 Then move 1 square up.
- 4 You land on the star finish square.

WARM-UP

On the squared paper draw each route from the bottom-left start square and mark its finish.

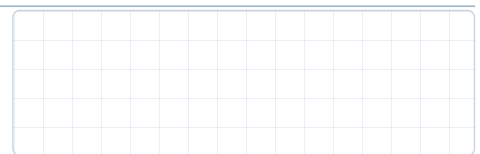


1. Draw the route 2 right then 1 up and mark the finish square.
2. Draw the route 1 up then 2 right and mark the finish square.
3. Draw the route 2 right, 1 up, then 1 right and mark the finish square.

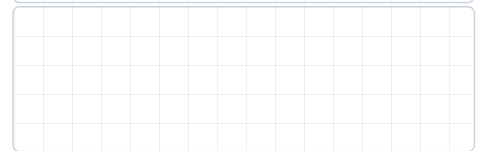
PRACTICE

- 1 In a board-game treasure hunt, the door is bottom-left. Follow 3 right then 2 up to find the star.
Start bottom-left. 3 right then 2 up. How many along and how many up is the finish?

- 2 On the same play grid, try the path 2 up then 3 right from the door. Does it reach the star too?



- 3 In a playground chase game, start at the door. Take 2 right, 1 up, then 1 right to reach the safe square.



? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- a. 2 right then 1 up lands on the same square as 1 up then 2 right.
- b. A route of 2 right and 1 up is made of three one-square moves.
- c. Changing the order of the same moves changes the finish square.
- d. Every route of three moves ends exactly three squares from the start in a straight line.

