

Grid references – locating positions on a simple grid

WHAT THIS LESSON TEACHES

A grid reference is two numbers that name a point. Count how far ACROSS first, then how far UP, always starting from the bottom-left corner at (0, 0).

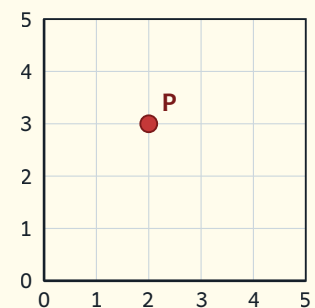
→ The point at (2, 3) is 2 across and 3 up from the corner.

→ (4, 1) and (1, 4) are different points because the order tells you which is which.

MODEL THIS ON THE BOARD

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).



DISCUSSION STARTER

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

ANSWER KEY

Scaffold: visual check on the page

Q1: (4, 2)

Q2: (5, 4)

a) Always — By the rule the first number is always the across count.

b) Never — The order changes which square you land on, so they are different points.

c) Sometimes — They match only when both numbers are equal, like (3, 3).

d) Always — Counting always starts from the corner, which is (0, 0).

EXTENSION SHEET · STRETCH ANSWERS

S1: (10, 6)

S2: (3, 10)

S3: (6, 2)

S4: (4, 6)

S5: (8, 4)