

1

OUTDOOR NUMERACY ACTIVITIES



COORDINATE BATTLESHIPS

1st/2nd/3rd

I can use my knowledge of the coordinate system to plot and describe the location of a point on a grid. MTH 2-18a / MTH 3-18a

I have developed an awareness of where grid reference systems are used in everyday contexts and can use them to locate and describe position. MTH 1-18a

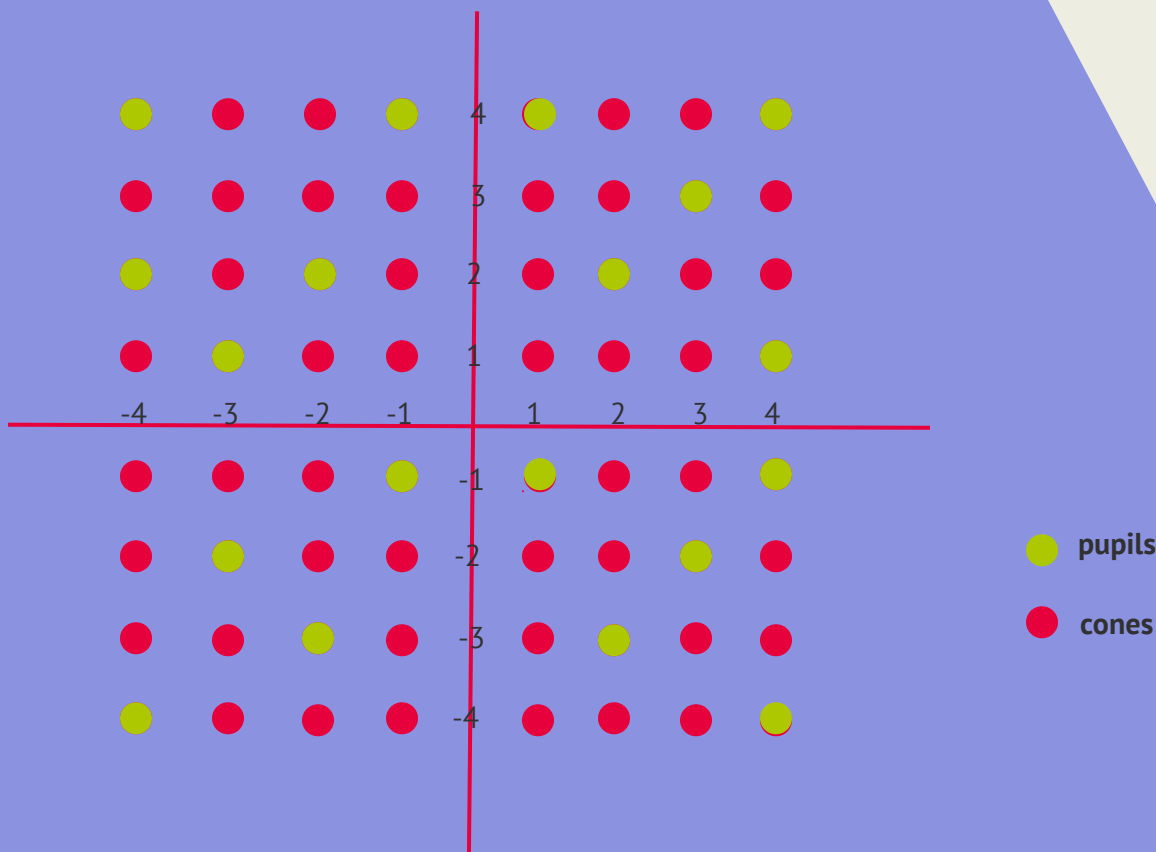
This is a really fun game and when pupils get into the swing of it they love it, it is great for embedding understanding of coordinates and also improving memory! It could easily be reproduced for 1st level or lower ability second by just having two 1st quadrant grids and playing like a normal game of battleships. You could also have all four grids labelled with positive numbers but this could lead to confusion when moving to understanding four quadrants. This version demonstrated is for 2nd/3rd level and is a great way of introducing the 4 quadrant grid. Each round have the teams rotate to different quadrants to get used to using all the different combinations of coordinate.

Pupils

1. Get pupils to mark out axis with metre sticks as accurately as possible, 0.5m between points
2. Put down cones to indicate all grid points
3. Assign teams and get them to stand over their chosen point
4. Pupils then take turns to call out grid points and eliminate the other teams

EXAMPLE TASK

1. Divide pupils into four teams
2. Pupils pick a cone to stand above in their quadrant, all pupils facing outward from the centre to ensure no cheating
3. Each pupil takes a turn calling out a grid reference
4. If a pupils grid reference is called out, they're out the game
5. The winning team is the one with remaining team members when all others have been eliminated



chalk for lines and numbers