

Coordinate Grid Twister

Goal: Students will be able to plot ordered pairs on a coordinate grid.

NCTM Standard: Algebra

Materials:

- 1 Game board
- 2 Paper bags
- paper bag instructions for referees

Rules of the Game

Objective:

To be the last student remaining on the game board

Setup:

- Students play in groups of six. The groups are same-sex.
- Each group consists of two student referees and four players.
- Referee One holds the paper bag containing RF (right foot), LF (left foot), RH (right hand), and LH (left hand).
- Referee Two holds the paper bag containing all ordered pairs for game play
- Students determine the order in which they will participate.
- Place game board on the floor

Order of Play:

Round One

1. Each referee reaches into his/her respective paper bag and pulls out a slip of paper.
 2. Referee One reads the body part that the first student will use and then Referee Two reads the ordered pair upon which the student must place his/her specific body part. Referee One must return each instruction to the bag immediately after the student has followed the directions. Referee Two holds all instructions taken from his/her paper bag until game has ended.
 3. Once the first student has successfully gained position, player two participates, followed by player three, and then four.
- If a student places the wrong body part on the correct ordered pair, or places the correct body part on the incorrect ordered pair, only the referee(s) may acknowledge his/her mistake. The student is out of the game and remains watching from the sidelines.

Successive Rounds

- Repeat steps 1-3 until one player remains on the board in the proper position.
- If all ordered pair instructions have exhausted, return them to the bag, shake and continue game.

Coordinate Grid Twister Game Board

- Material donated from a fabric company.
- Each “square” represents a square foot.
- Game board is a square with lengths of 6 feet.
- Domain: $-3 \leq x \leq 3$
- Range: $-3 \leq x \leq 3$
- Label x-axis and y axis and their respective intervals.
- This domain and range is a great size for my grade 6 and grade 7 students.



NOTE: When creating your game board, you must remember the height of your students and reflect it in your domain and range.

Coordinate Grid Twister "action" Pictures



Referee reading his slip instructions



Referees hard at work



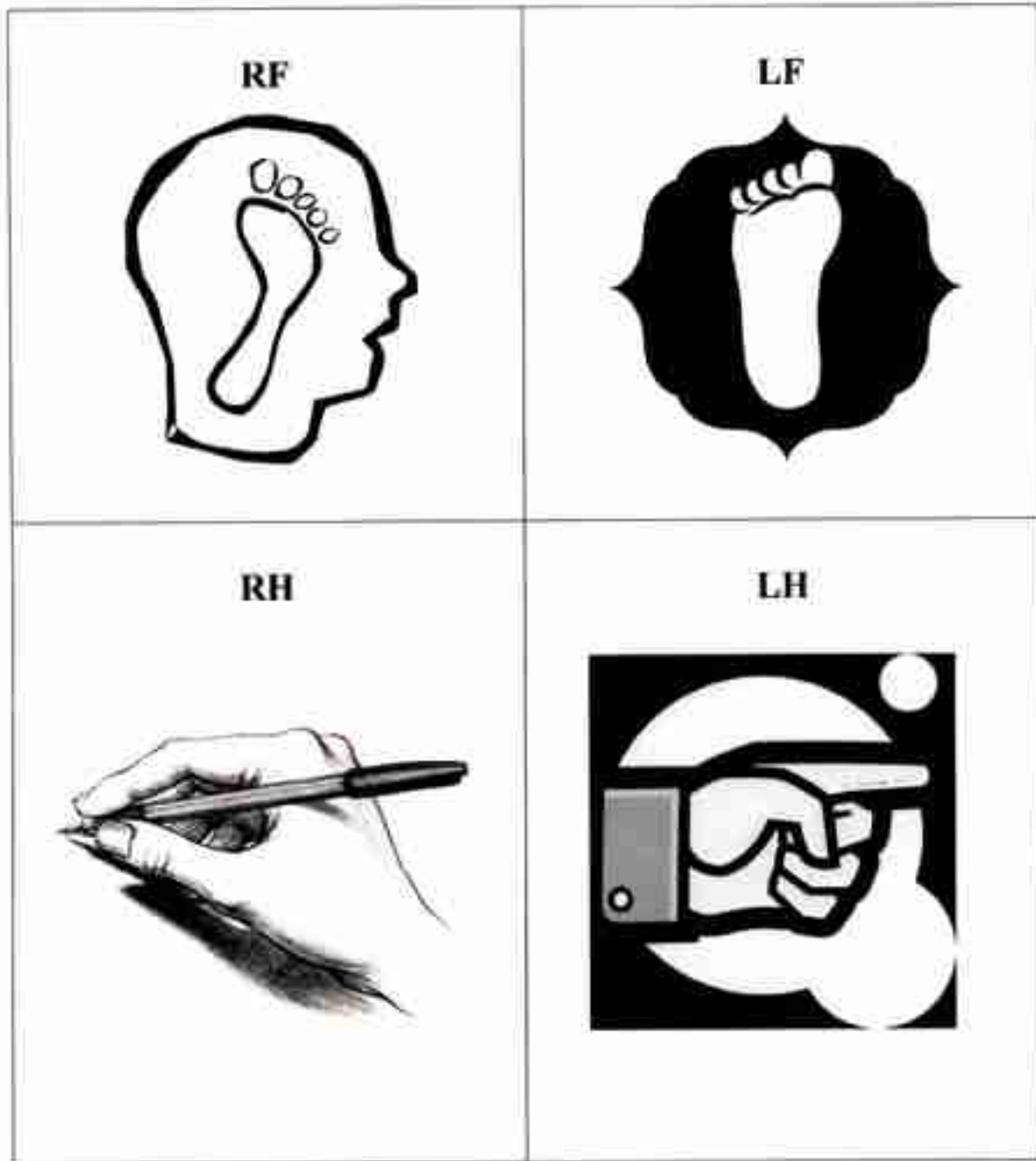
Getting started
Two players have started playing.
Players three and four wait for their turn.



Getting Interesting

Referee One Paper Bag Instructions

Photocopy these instructions onto plain white paper.
Then use scissors to cut them apart and put all into paper bag.



Referee Two Paper Bag Instructions

Photocopy these instructions onto plain white paper.
Then use scissors to cut them apart and put all into paper bag.

$(-3,3)$	$(-2,3)$	$(-1,3)$	$(0,3)$	$(1,3)$	$(2,3)$	$(3,3)$
$(-3,2)$	$(-2,2)$	$(-1,2)$	$(0,2)$	$(1,2)$	$(2,2)$	$(3,2)$
$(-3,1)$	$(-2,1)$	$(-1,1)$	$(0,1)$	$(1,1)$	$(2,1)$	$(3,1)$
$(-3,0)$	$(-2,0)$	$(-1,0)$	$(0,0)$	$(1,0)$	$(2,0)$	$(3,0)$
$(-3,-1)$	$(-2,-1)$	$(-1,-1)$	$(0,-1)$	$(1,-1)$	$(2,-1)$	$(3,-1)$
$(-3,-2)$	$(-2,-2)$	$(-1,-2)$	$(0,-2)$	$(1,-2)$	$(2,-2)$	$(3,-2)$
$(-3,-3)$	$(-2,-3)$	$(-1,-3)$	$(0,-3)$	$(1,-3)$	$(2,-3)$	$(3,-3)$