



# Grids and Position Language

## Curriculum connections

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### Australian:

#### Year 3

- Create and interpret simple grid maps to show position and pathways. (ACMMG065)

#### Year 4

- Use simple scales, legends and directions to interpret information contained in basic maps. (ACMMG090)
  - using directions to find features on a map

### USA Common Core:

#### Kindergarten

- CCSS.MATH.CONTENT.K.G.A.1. Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as *above*, *below*, *beside*, *in front of*, *behind*, and *next to*.

## Lesson Overview

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Students use maps drawn on a grid to explore position concepts. In pairs, they take turns to create a series of instructions that lead their partner to a chosen location on the map.

## Lesson Objectives

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1. Distribute the grid worksheet to the students.
2. Using the grid and position language, ask the students to draw a map based on your description.
  - Use position language such as north, south, east, west, left, right, above, below, over, under, between, next to and beside.
  - Use shapes as “islands” or other map markers. These can be simply created using the shape tray, or drawn freehand by students.
3. Break students into pairs.

- Ask each student to choose a place to choose a place on the map to hide their treasure (make sure they keep it a secret from their partner!).
- Using the given starting point, each student writes out a series of instructions to lead their partner to the desired location (you can give a quick and easy example of a set of instructions if necessary).
- Encourage more position language, such as around, over, under, between, towards and away from.
- Students then give the instructions to their partner and each follows them to find the treasure.
- Students can use the overlay function to trace out their path.

## Resources

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- iPads with Shape Lab installed
- Grid map worksheet.

## Extension

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- Students can create their own map of the classroom or the playground. They can then set paths for other students to follow in the real world to see how accurate their maps and instructions are.