



CROSS-TOWN COORDINATES™

Coordinate Graphing Game

COMPONENTS:

150 coordinate location cards

4 pawns

4 scavenger-hunt checklists

Game board

This game features two levels of play. Level one uses the red side of the game board and the red coordinate cards. This level focuses on plotting points on a positive x-y graph.

Level two uses the blue side of the game board and the blue coordinate cards. This level focuses on plotting points on a positive and negative four-quadrant x-y graph. The game play below is applicable to either level of play.

OBJECT OF THE GAME:

Plot your way through town and find ten items during a scavenger hunt. When you find an item, add it to your list. The first player to fill up the list wins!

 **WARNING:**
CHOKING HAZARD - Small parts.
Not for children under 3 years.

SETUP:

- Choose a level of play and place the game board to that side.
- Each player chooses a colored game pawn and matching scavenger-hunt checklist then places it on the table in front of them.
- Put the coordinate cards in a pile with the coordinates facing up and place them next to the game board where everyone can reach them. Use the cards that match the game board.

GAME PLAY:

1. The youngest player goes first and play continues to the left.
2. Draw an (x, y) coordinate card from the pile. Without turning the card over, find the correct coordinate on the game board. Place your game pawn on this location.
3. Once you find the coordinate location, flip the card over to verify your answer.
4. If you are correct, add the coordinate card to your scavenger-hunt list. It is now the next player's turn.
5. If you found the correct location and your card reads "GO AGAIN!" you may draw another card. It is now the next player's turn.
6. If you are incorrect, return the card to the pile and move back to your previous spot. It is now the next player's turn.
7. The first player to fill up the scavenger list wins the game.

HOW TO WIN:

Be the first player to fill up the scavenger checklist with ten items.

KEEPING SCORE:

For every item on your scavenger-hunt list, you earn one point. Determine the second, third and fourth-place winners by adding up the total number of items found on the checklists.

HOW TO READ COORDINATES ON A GRID:

Coordinates are written with the x-axis number first and the y-axis number second (x,y).

When finding a coordinate, always start at the 0 point. Find the first number on the x-axis (horizontal number line) and then find the second number on the y-axis (vertical number line). The coordinate is the location where these two numbers meet.

If you have the coordinate (2,3), start from (0,0), move two places to the right and three places up.

If you have the coordinate (-4,6), start from (0,0), move four places to the left and six places up.

If you have the coordinate (-12,-6), start from (0,0), move 12 places to the left and six places down.

If you have the coordinate (20,-5), start from (0,0), move 20 places to the right and five places down.

ALTERNATIVE GAME PLAY:

Name the Coordinate

Follow the rules above, but play with the images on the cards instead of the coordinates. Instead of finding the location on the game board, name the correct coordinate that matches the image on your card. Flip the card over to see if you correctly named the coordinate.

Scavenger Hunt

Create your own scavenger hunt. Make a list of items and coordinates to which your teammates have to travel. Call out a coordinate and see if your teammate can correctly find that location. Play this game with two players or a whole group.

Do you see what I see?

Choose an item on the game board. Have a partner try to guess this location. Ask yes-or-no questions. Questions can relate to coordinate locations or specific characteristics of the game board.

For example: Is it in the positive quadrant? Is it an animal?

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