

Points of Interest Guidelines

Point 1: “Tic Tac Toe”

1. Play rock, paper, and scissors to determine who starts. The winner begins the games, while the other picks X or O symbol.
2. The object of the game is to get four X's or four O's in a row vertically, horizontally, or diagonally.
3. Player 1 writes down the ordered pairs on scratch paper, then points to that location. It is up to the other player to check for accuracy before a symbol can be placed. If the point is mislabeled, no symbol is made on the game board.
4. Players take turns writing and locating the ordered pairs until one player has four in a row.
5. Continue playing until you have played a game in all four quadrants.

Point 2: “In Search of Buried Treasure”

1. Play rock, paper, and scissors to determine who buries the “treasure” first.
2. Player 1: Hides the “treasure” in one quadrant by marking it on their coordinate plane (keeps it hidden-a book works well for hiding it).
3. Player 2: Guesses the location by writing an ordered pair in the “guess” box on their page while telling Player 1. They then mark it on their coordinate plane.
4. Player 1: Marks the same coordinates and then uses the compass to tell Player 2 in which direction they must go to find the treasure. Caution the students that if Player 1 does not mark their partners point, they may give out the wrong direction.
5. Player 2: Writes the direction in their “clue” box.
6. The game continues until the treasure is found.
7. Players switch roles and play again using the second coordinate plane.

Point 3: “Space Wars”

1. Players each mark (vertically or horizontally only) their “Fleet” of five ships on their “Air Space” on the coordinate plane. There must be a least one ship in each quadrant.
2. The ships should remain hidden from the opponent's view. A book works well.
3. Taking turns, players call out their “shots” attempting to get “hits” on the opponent's spaceships and destroy them.
4. “Hits” or “misses” should be marked on the other coordinate plane.
5. Use an X for a hit and an O for a miss.
6. A spaceship is destroyed when all points on the craft are hit.
7. A player wins when all five opponent's ships are destroyed.

Point 4: Internet Games

- *Mole Game* - <http://funbasedlearning.com/algebra/graphing/default.htm>
Try to catch the mole located within the four quadrants!!! There are 3 levels in this game. Easy version of Graph Mole - If you are learning how to plot points for the first time, try this fun and easy tutorial and game. Medium version of Graph Mole - If you are reviewing how to plot points, play this game. Hard version of Graph Mole - Once you have mastered plotting points, try this random question arcade style game.
- *Maze Game* - <http://www.shodor.org/interactivate/activities/MazeGame/>
Practice using coordinates by moving a robot through a mine field to a given target. You must specify the coordinates of the new location. In order to win, the path must not cross a mine. To make it more difficult place more than 5 mines!!! Use the “Help” tab on this site for further instructions.