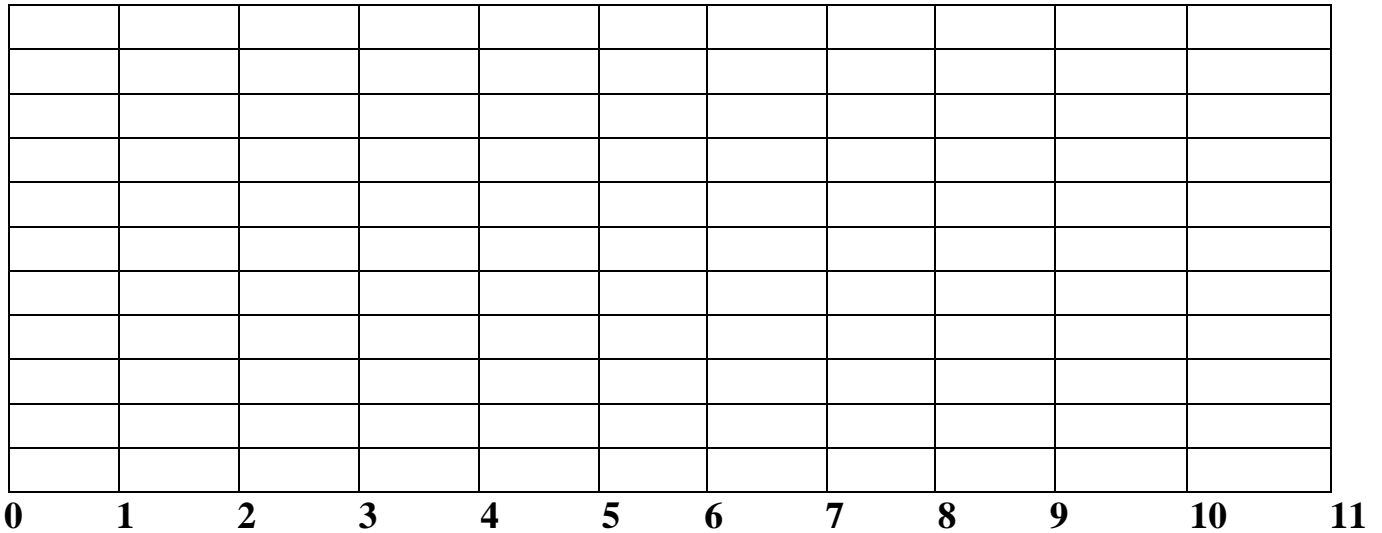


GUESS MY HIDING PLACE

1. Draw a coordinate axis with the x and y axis. Each player's game sheet will have the same grid. Place a book or folder between the two grids.
2. Each player marks a point on their grid. The coordinates of the point must be a coordinate pair. Do not tell your opponent where your point is on the grid.
3. The first player asks a question about the location of your coordinate pair. Then the other player does the same. Record your questions and your opponent's questions and answers.
4. If one of the players guesses the coordinates of the opponent's point incorrectly, then that player loses the next turn.
5. The first player to correctly identify the coordinates of the opponent's coordinate pair wins the game.



Discussion:

- What method did you use to record the questions in “Guess My Location?”
- What winning strategies did you design?