KIDS BUILD THEIR KNOWLEDGE AND SKILLS ABOUT THE WORLD THROUGH STEAM

Topic: Square grid

Resources for each team: a large green baseplate; a coordinate system card and the associated construction material; five 2x2 bricks, all the same color; two envelopes containing activity cards J-2-1; a black pencil; an eraser.

J-2

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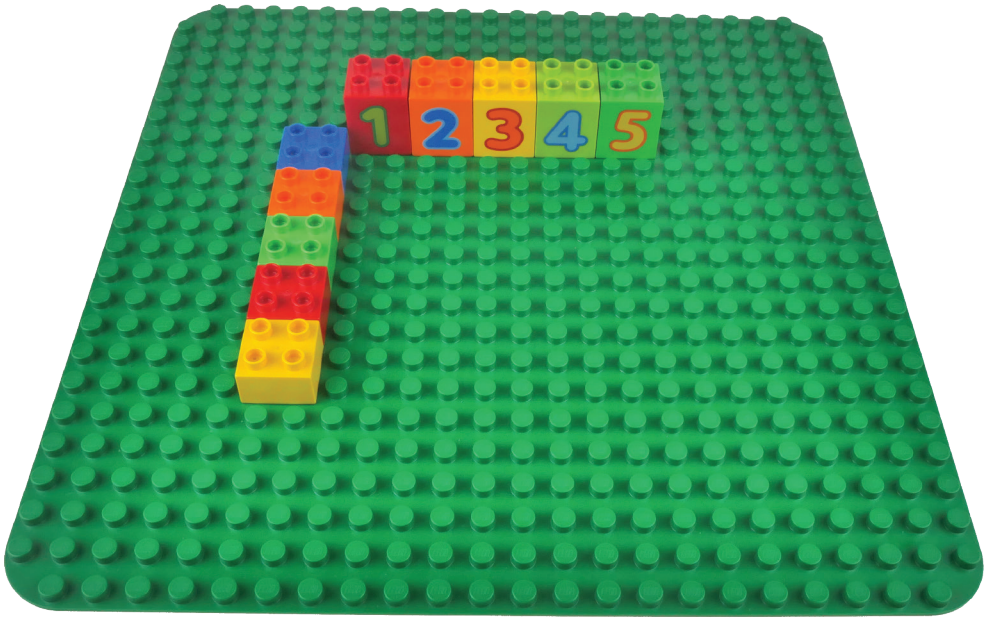
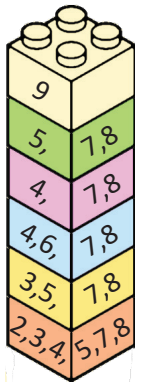
Activities:

1. The teacher distributes the construction cards and associated construction material to the teams.
2. The teacher asks the children to build the model shown on the card.
3. The teacher explains the rules of the game. One child puts a 2x2 brick on the plate and tells the other its 'coordinates' (For example: "I put a brick in the third column of the green row!"). The other child finds the location on activity card J-2-1 and marks it with an X. They repeat this until all the bricks have been used.
4. After all the bricks have been placed on the plate, the two children in the team compare the pattern on the plate with the record on the activity card. If necessary, the record on the activity card is revised.
5. The teacher explains how the exercise will continue. The child working with the activity card is to tell the other child to move a brick from one location to another. They record this move on the card by erasing the mark for that brick and marking the new location. This is repeated three times.
6. The children complete the exercise and once again compare what they have on the plate with that on the activity card.
7. The teacher gives a new blank activity card to the teams. The children change roles and the whole exercise is repeated.
8. The teacher and children together comment on the performance of the exercise. All conclude that the location of an object in a square grid can be coded with the help of rows and columns.

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