L.I. To Identify, describe and represent the position of a shape following a reflection or translation and to give directions using at least 4 points a compass

BACKGROUND / CONTEXT

The Primary **Shakespeare** Company

The tasks today have two parts:

- 1. Reading and finding coordinates
- 2. Using compass directions, North, South, East and West to locate places

Coordinates

A point on a grid has two numbers to identify its position. These numbers are known as coordinates.

Coordinates are always written as the number of steps across first, then the number of steps up or down.

Grids have two axes . The horizontal axis is called the x-axis and the vertical axis is called the y-axis . These axes can be used to find a point on a grid. Remember you always give the x-axis reading first, then the 'y-axis'. It might help to think about this 'Along the corridor and up the stairs'

Useful video: <u>https://www.bbc.co.uk/bitesize/topics/zgthvcw/articles/</u> z96k9qt

Compass Directions (Geography)

The top of most maps is **north** and a **compass** can be used to find which **direction** north is. Compasses show four directions - north, **east, south** and **west**.

The needle always points north, so when that is lined up with the map it is easy to see in which direction things are.

Useful video: https://www.bbc.co.uk/bitesize/topics/zvsfr82/articles/zdk46v4

Coordinates

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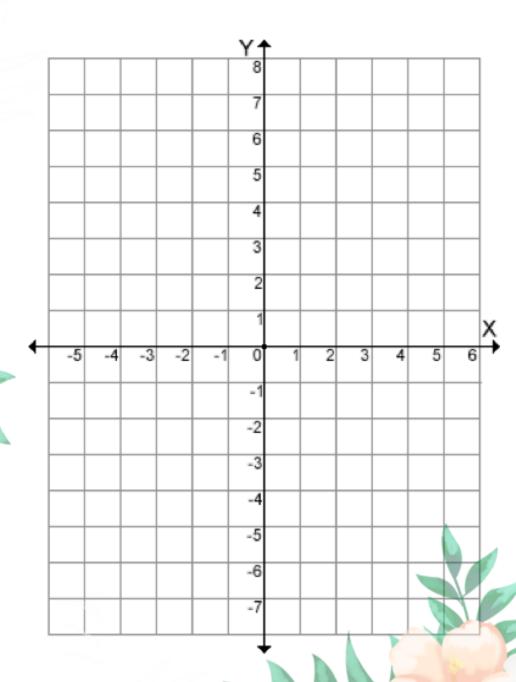
task 1:

Follow the instructions and plot the coordinates. Once you have finished, join the coordinates in the quadrant to make a letter. (-4, 1) (-4, 3) (-4, 7) (-1, 7) (-1, 4) (-4, 4)

What is the letter?

TASK 2:

Use the letter you've drawn and plot the coordinates for it's **reflection** in each of the other three quadrants.

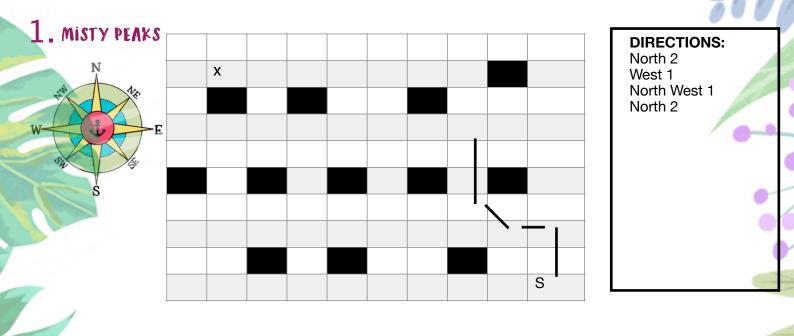


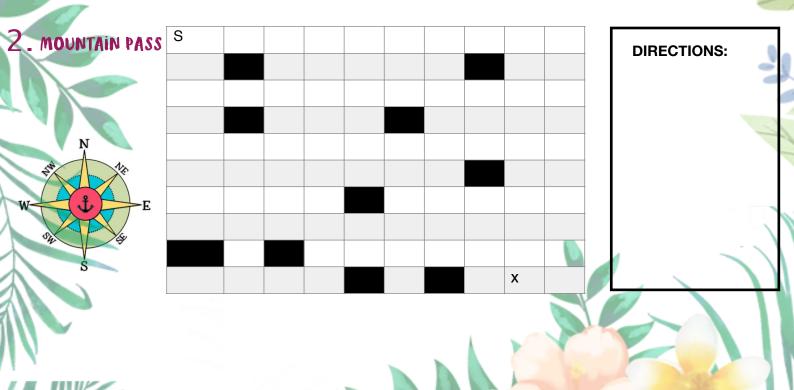
task 3:

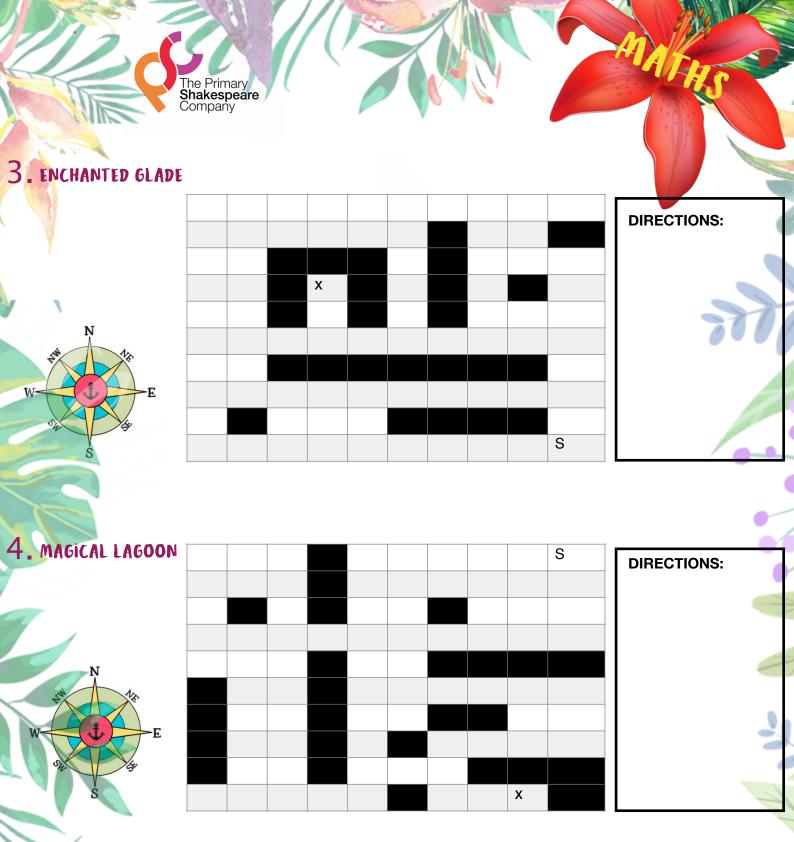
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Each grid shows part of the island that King Alonso and his crew have to travel through on their search for Ferdinand. Beginning at 'S' for start, they need to make their way to 'x'.

For each grid, write instructions, using compass directions, to guide them to 'x'. The first part of 'Misty Peaks' has been done for you, as an example. But you need to finish the instructions off. The solid black squares are obstacles you can't cross so you'll need to go around them. You can draw lines to help you but best to use pencil! Use the compass next to each grid to help you







TASK 4: CHALLENGE

GO BACK OVER THE DIRECTIONS YOU HAVE WRITTEN.

CAN YOU CREATE A QUICKER ROUTE FOR EACH PART OF THE ISLAND THEY TRAVEL THROUGH?