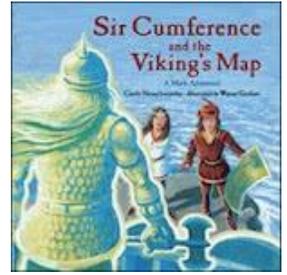




Math Practice: Graph It!

Make math fun by going on a treasure hunt! Use [TumbleMath](#) to listen to / read a story about graphs, then make your own! Use the **Graphing** heading and browse or search to find the [Sir Cumference and the Viking's Map](#) book.



Read or listen to the book, to learn about axes, coordinates, and grids!

Access the **quizzes** to test your knowledge.

Create a graph treasure map of your own! You can use graph paper or make your own by using a ruler to create equally spaced lines both horizontally and vertically on the paper.

Draw an x-axis and y-axis using one vertical and one horizontal line on your paper. Label the intervals on your axes with numbers: remember that numbers going up and right from your point of origin are positive, and numbers going down and left from your point of origin are negative.

Draw items on your grid to represent where you are hiding different items! Be sure to put items in each quadrant of your map.

On another piece of paper, **write down the coordinates** for the different spots you marked (ex. 4, -3).

Create a challenge for your family to try – ask them what items are at different coordinates and see if they can read your map!

Want more?

Did you know? The board game *Battleship* uses a grid map just like the one you just made! You can create your own game by creating a grid on the floor with string or tape and placing toys or other objects at different coordinates. Have family members guess where they are using coordinates or try to help you navigate through the grid by calling out coordinates to walk through!

Tips for Learning:

1. Try to label the axes on a graph.
2. Find something on a map using (x,y) coordinates.
3. Map your own map using (x,y) coordinates.



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