

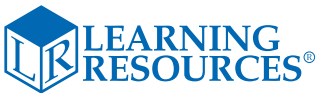
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Candy Coordinates



 **WARNING:**
CHOKING HAZARD - Small parts.
Not for children under 3 years.

The Candy Coordinates Mat is a great hands-on math tool that is sure to bring out some sweet fun and delicious learning with students! This mat features a large coordinate grid with simple markings that allow students to work with coordinate geometry and ordered pairs. Play activities and games with the whole class or small groups.

Contents: Vinyl mat, 40 game markers (4 types of candy, 10 of each type), 2 inflatable cubes.

Caution: Mat may become slippery when wet. Wearing shoes is recommended to avoid slippage.

Quick Grid Games

One Treat at a Time

Place one candy treat on any space on the mat. Work with students to determine the location of the candy treat by showing them how to make an ordered pair (such as B, 2), reading the horizontal first, then the vertical. Do this activity repeatedly to give students practice with ordered pairs and the coordinate grid.

Where Oh Where Has the Gumdrop Gone?

Pick a space on the grid to place one gumdrop. Give 2-step or 3-step directions to determine how the gumdrop is going to move. For example, the gumdrop is on the space C,5. Tell students that the gumdrop is moving down 2 and right 1. Have students determine where the gumdrop will move. Ask one student to move the gumdrop to the new space on the grid. Repeat this activity by continuing to give directions and find a new location for the gumdrop.

Candy Search and Find

Place four different candies on four different spaces on the grid. Ask students to tell you the location of a certain candy. For example, ask, "Where is the chocolate?" The student who can correctly tell you the location of the chocolate can then remove the chocolate from the mat. Continue until all the candies have been located and removed from the mat.

Cubes and Chocolates

Roll both of the inflatable cubes and determine the ordered pair. Have students place one of the chocolate candy game markers in the space that represents the ordered pair that was rolled. Do this many times to practice finding spaces on the coordinate mat.

Games & Activities for Partners, Small Groups or Whole Class

Three Treats in a Row

Number of players: Two players or two teams

Game components: Game mat, letter cube, number cube, 10 candy game markers for one player (team) and 10 candy game markers for the other player (team)

Each player (or team) chooses one type of candy game marker to use in the game. Player 1 rolls both cubes, determines the ordered pair that is shown, and then places one candy marker on that space on the mat. Next, player 2 rolls both cubes, determines the ordered pair that is shown, and then places one candy marker on that space on the mat. If the space is already occupied, that player loses a turn and cannot place a game marker on the mat. Play continues until one player (or team) gets three game markers in a row vertically, horizontally, or diagonally. The game is a tie if no player (or team) gets three in a row.

Made to Order Box of Candy

Number of players: Whole class or small group

Game components: Game mat and any 36 candy game markers

For this game, pretend the coordinate grid mat is a big box of candy. The job of the class (or small group) is to put each piece of candy in the correct spot in the box. Hand out one candy game marker to each player and have all players sit around the edge of the mat holding the candy game markers. The first player stands up to take a turn. The teacher calls out an ordered pair (such as D, 1) and the player places the candy marker on the correct space on the mat. The next player stands up and the teacher calls out a different ordered pair for the player to place the candy game marker. Play continues until all the spaces in the box of candy (the mat) are filled.

Version 2:

Try playing the opposite version of this game. Simply place the candy game markers in any and all spaces on the mat. The teacher will call out an ordered pair and have a player remove the candy from the mat. Play continues until the box of candy (the coordinate grid mat) is empty.

Capture the Candy

Number of players: Two to four players or two to four teams

Game components: Game mat, letter cube, number cube, 8 candy game markers (the same of each candy) for each player (or team)

Each player takes eight of one kind of candy game marker. Players take turns placing one piece of candy at a time on any empty space on the Candy Coordinates Mat. After all the candy has been placed, the game can begin. Player 1 rolls the two cubes, determines the ordered pair that is shown, and removes the candy from that space on the mat. Player 2 then rolls the two cubes, determines the pair and removes the candy from that space. If the player removes one of his or her own candy pieces, he or she scores 5 points. If the player removes an opponent's candy piece, he or she scores 10 points. If the player cannot remove a piece of candy, he or she scores no points. The player with the highest score after five turns is the winner.

Note: players may want to use scratch paper and pencil to keep track of the points they are earning.