

Spatial Sense



TWISTER MATH

Purpose

- To plot points on a Cartesian Plane.

Division – Junior

Equipment

- Tape
- 1 deck of playing cards (numbered cards only) per group
- 1 spinner (each section lists a different body part) per group

Set-up

- Use tape to create a Cartesian Plane (two quadrants) per group.
- Divide students into groups of 3-6.
- Give each group one deck of playing cards and a spinner.
- Have a brief discussion on physical and emotional safety since students will be moving in close proximity to each other.

Activity

- Ask one student per group to act as the “caller”. They will start the spinner and draw two playing cards for each round.
- The spinner determines which body part a student will move and the playing cards determine the coordinates for the x-axis and y-axis (e.g., right hand; 1, 4).
- One at a time, students place themselves on the Cartesian Plane.
- When everyone is on the Cartesian Plane, the caller continues giving instructions and the first student must move from their current position to a new position.
- Students continue to change positions until someone loses their balance or falls.

Modifications

- Label index cards with the names of body parts (e.g., right hand, left hand) or use dice instead of a spinner with different numbers representing different body parts (e.g., 1 = right hand; 2 = left hand; 3 = right foot; 4 = left foot; 5 and 6 = student’s choice).

Questions for Student Understanding

- How does the order of the numbers in the ordered pairs impact their placement on the Cartesian Plane?
- How does the distance between the numbers impact their distance on the grid?