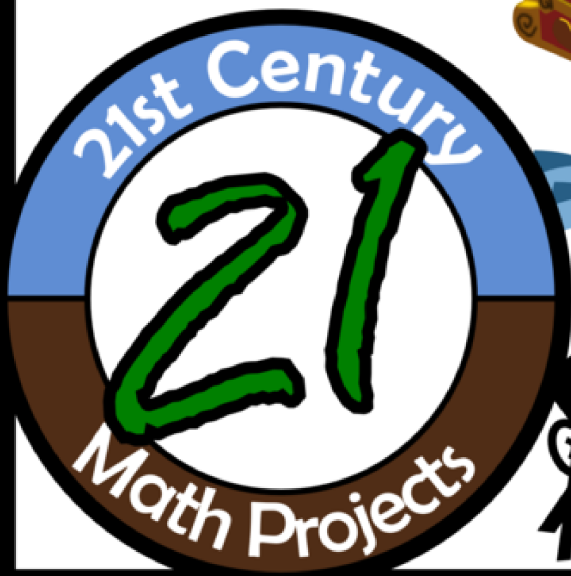
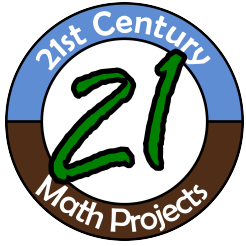


Treasure hunters

Quadrant I
Graphing
Edition





Treasure hunters

Plotting in 1st Quadrant

Ideal Unit: Geometry	Time Range: 3-5 Days	Supplies: Pencil & Paper
Topics of Focus: - Plotting Points in Quadrant I		
Driving Question <i>"Can you help a group of pirates find their buried treasure?"</i>		
Culminating Experience A treasure hunt voyage		
Common Core Alignment:		
5.G.A.1	Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand that the first number indicates how far to travel from the origin in the direction of one axis, and the second number indicates how far to travel in the direction of the second axis, with the convention that the names of the two axes and the coordinates correspond (e.g., x-axis and x-coordinate, y-axis and y-coordinate).	
5.G.A.2	Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation.	
Procedures:		
<p>A.) In "Th' Pirate Code Fer Laddies", students will label a coordinate plane and graph six coordinates. Each coordinate will reveal part of a secret code. The letters are reversed. The answer is MONKEY.</p> <p>B.) In "X Marks Th' Spot", students will graph two points for each pirate and connect the lines between the points. After they do this for all six pirates, it will create three x's on the coordinate plane. Where these lines intersect is the location of the stops.</p> <p>C.) In "Treasure Hunter" students take a five puzzle long voyage in which students plot coordinates to trace routes. At the end of each route they will find one part of the treasure.</p> <p>D.) In "Bury th' Treasure", students will select their own locations and provide hints with the ordered pairs. You can trade them with other students to complete if you wish!</p> <p>* Aspects of the project can be completed independently. The entire project does not need to be completed to have a great learning experience, though it is suggested because it will best scaffold the skills and context.</p>		

Th' Pirate Code for Laddies

Name _____ Date _____



Ahoy! Come aboard the graphing voyage of a lifetime. We pirates are not the way you see us on the television. We don't bury our gold or have treasure maps. But we do live by a code!

	<p>Jack (9,9)</p>	<p>Each of the pirates has their own coordinate. Label your axes before you begin. When you graph the point, it is going to cross a letter. This reveals a piece of the code. <i>Savvy?</i></p>
	<p>Jzzy (2,7)</p>	
	<p>Roberts (0,5)</p>	
	<p>hook (5,8)</p>	
	<p>Elizabeth (2,1)</p>	
	<p>Silver (8,4)</p>	

Now use th' letters to unscramble an important pirate friend.
You're gonna need it or the weight on your shoulder will be light.
