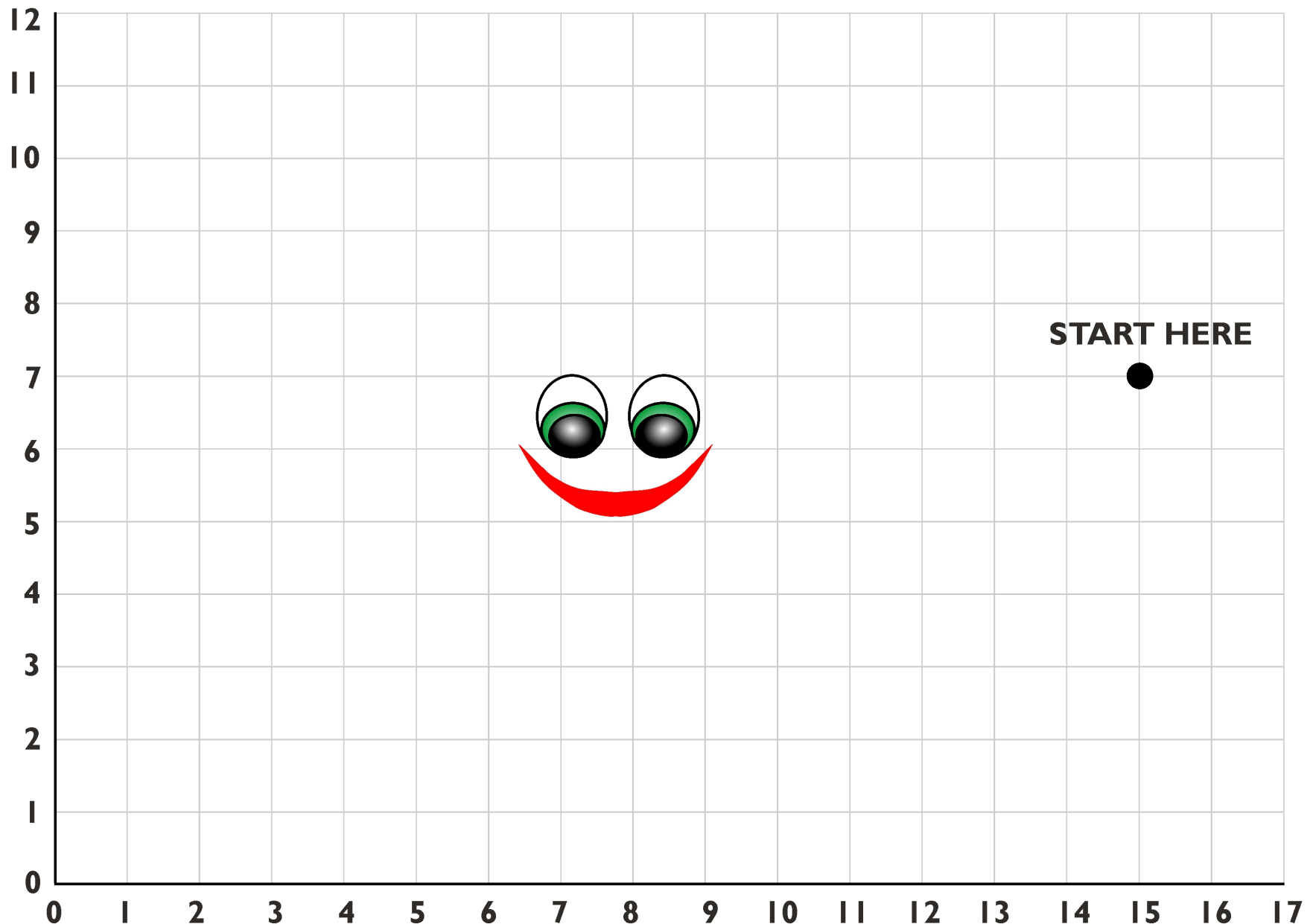
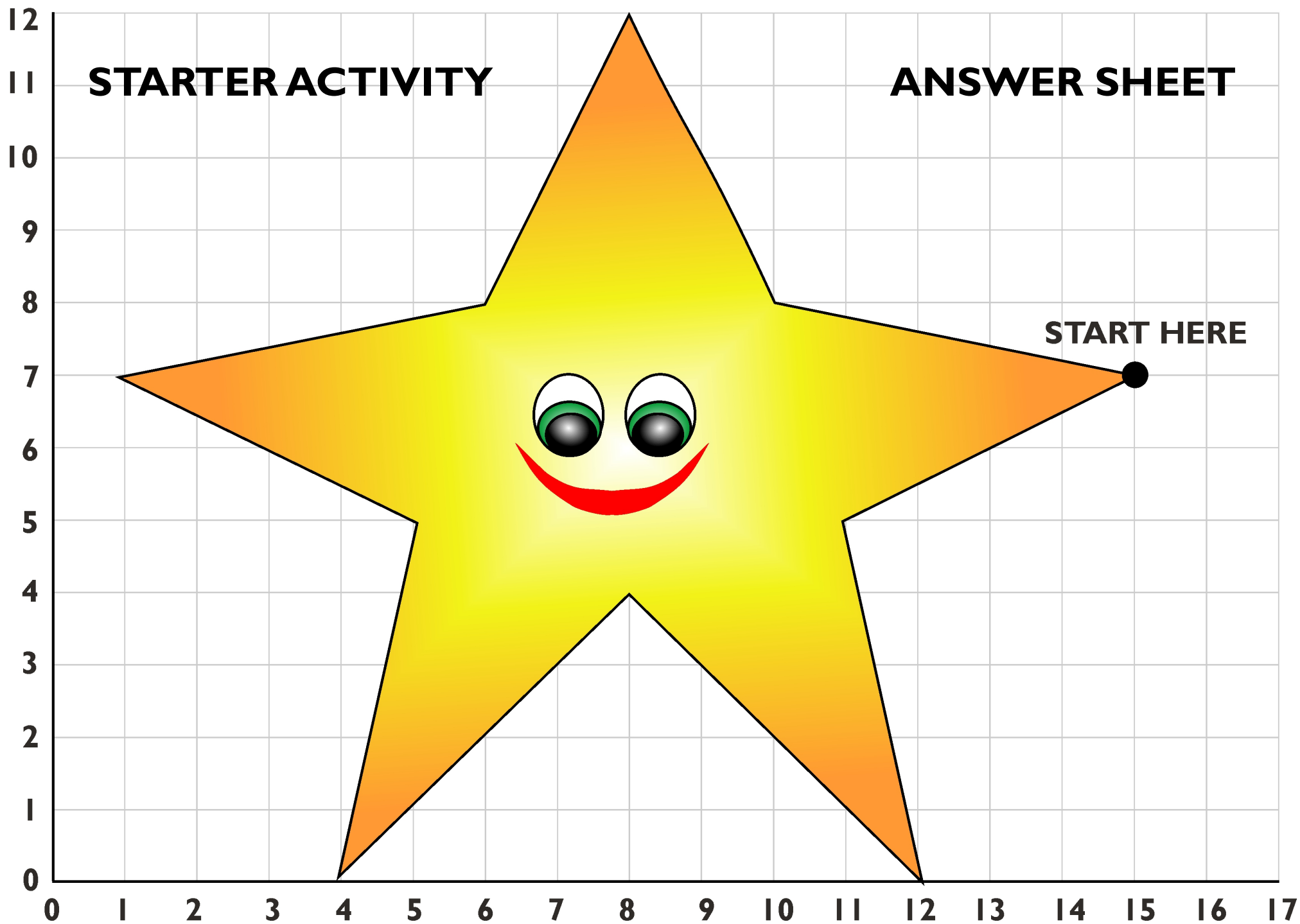


STARTER ACTIVITY

Create your creature by moving from (15,7) to (11,5) → (12,0) → (8,4) → (4,0) → (5,5) → (1,7) → (6,8) → (8,12) → (10,8) → (15,7).



To find a coordinate, always go along first and then up. Many people remember this with the saying 'along the hall and up the stairs'.

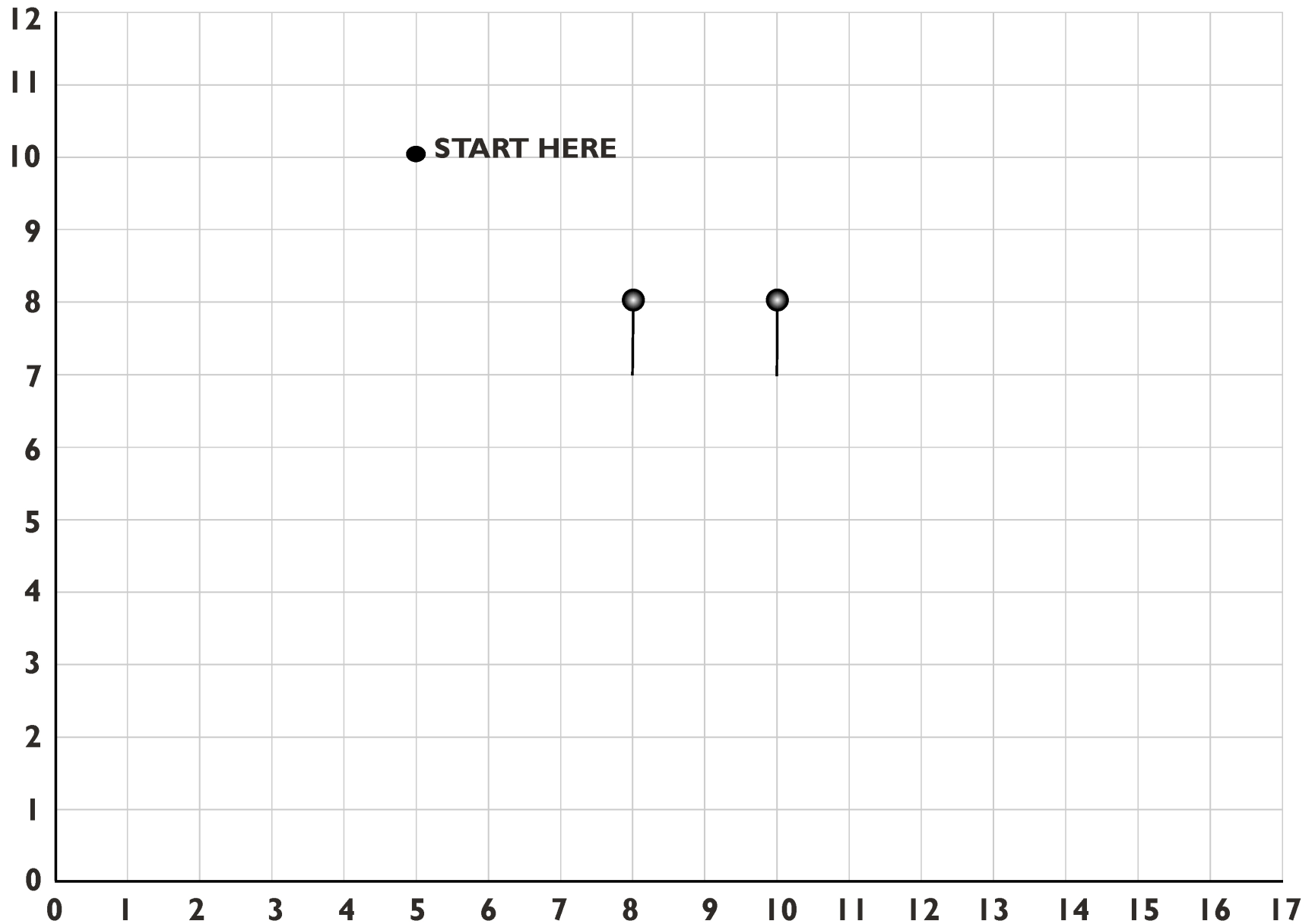


ACTIVITY

2

Create your creature
by moving from

(5,10) to (6,8) →
(7,7) → (11,7) →
(12,8) → (13,10) →
(15,12) → (14,10) →
(16,11) → (15,9) →
(12,7) → (16,6) →
(17,4) → (16,5) →
(13,6) → (15,5) →
(16,4) → (17,2) →
(15,4) → (13,5) →
(16,2) → (16,0) →
(15,2) → (13,4) →
(14,2) → (13,0) →
(13,2) → (12,3) →
(10,2) → (8,2) →
(6,3) → (5,2) → (5,0)
→ (4,2) → (5,4) →
(3,2) → (2,0) → (2,2)
→ (5,5) → (3,4) →
(1,2) → (2,4) → (3,5)
→ (5,6) → (2,5) →
(1,4) → (2,6) → (6,7)
→ (3,9) → (2,11) →
(4,10) → (3,12) →
(5,10).



To find a coordinate, always go along first and then up. Many people remember this with the saying ‘along the hall and up the stairs’.

(TIP: Neatly cross off the coordinates as you work your way through them. It will help you to keep track of where you are.)

ACTIVITY 2

START HERE

ANSWER SHEET

