

## In-Class Game

### *Find the Region* (Lesson 11-5)

#### ● **Get Ready!** \_\_\_\_\_

Separate the class into two teams.

- Find the Region master, p. 34
- 2 blank transparencies (optional)

#### ● **Get Set!** \_\_\_\_\_

Make a copy of the Find the Region master on page 34 for each student in the class. You may wish to make a transparency of the master for each team to use when playing the game.

#### ● **Go!** \_\_\_\_\_

- One team draws a rectangular region on their grid with the vertices at points that can be identified with whole-number ordered pairs. The team names the region; for example, "rectangular region, area X."
- Each team chooses a spokesperson. The spokesperson on the opposing team calls out ordered pairs, while the spokesperson on the team that is answering calls out "inside," "outside," or "on the boundary" in response. A tally is kept of the number of guesses.
- The region is located when the opposing team has named all four vertices.

#### **Variations:**

- You can begin play by using only square regions until students become familiar with the rules of the game.
- A team could specify that the boundaries are excluded, although the vertices will still define the rectangle.
- Teams can use regions that are not rectangular, such as regions in the shape of triangles, trapezoids, parallelograms, hexagons, or octagons.

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### *Find the Region* (Lesson 11-5)

#### Work with your team.

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- Each team chooses a spokesperson. The spokesperson on the opposing team calls out ordered pairs, while the spokesperson on the team that is answering calls out "inside," "outside," or "on the boundary" in response. A tally is kept of the number of guesses.
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