

connect







Students combine their interest in science with math skills to complete the Space Ranger Flight Path activity.

ACTIVITY OBJECTIVES

- Students will use problem-solving and critical thinking skills to create a path that will lead Buzz Lightyear to his orbiter.
- Students will list sequenced directions for the flight path on the grid using directional words and number of spaces, or ordered pairs of numbers.
- Students will share flight path directions with peers for completion.

MATHEMATICS STANDARDS

Number and Operations

Understand numbers, ways of representing numbers, relationships among numbers, and number systems.

Geometry

Specify locations and describe spatial relationships using coordinate geometry and other representational systems.

Problem Solving

Solve problems that arise in mathematics and in other contexts.

Communication



Communicate their mathematical thinking coherently and clearly to peers, teachers, and others.



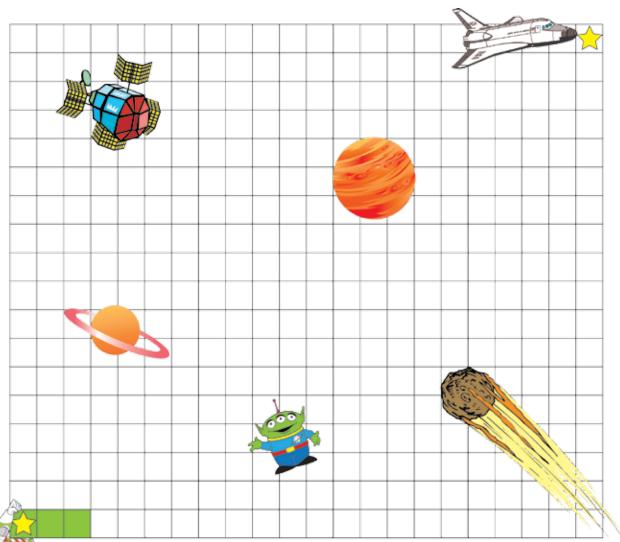
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Give Buzz Lightyear the directions he will need to reach his orbiter.

Be sure to tell him how many steps to take (each block = I step) and which way to turn. Remember to avoid all obstacles!

Once you have written the directions below, give Buzz Lightyear's flight path to a friend. Ask your friend to follow the directions, coloring the path Buzz Lightyear will follow to reach his orbiter.



DIRECTIONS FOR FLIGHT PATH

(Use as many or as few steps as you need.)

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1	EXAMPLE: Move Buzz Lightyear 3 blocks to the right.	5
2		6

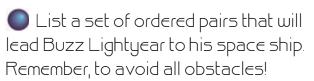
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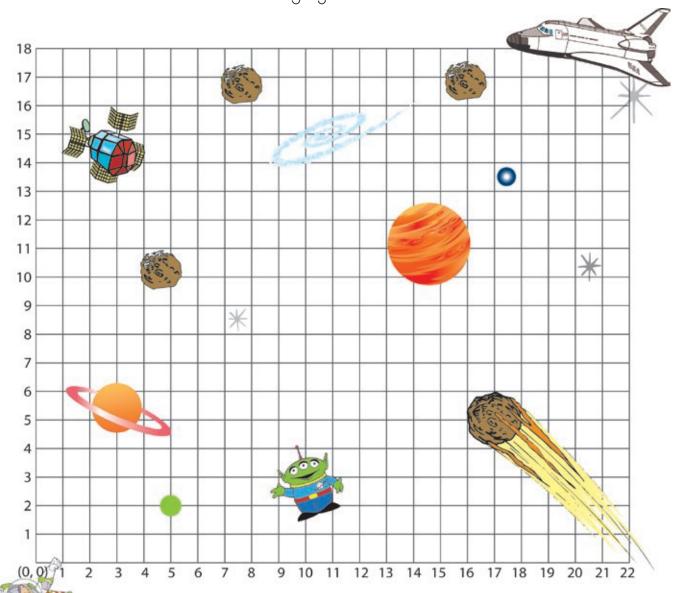


Give Buzz Lightyear the directions he will need to reach his orbiter.





Once you have written the directions below, give Buzz Lightyear's flight path to a friend. Ask your friend to follow the directions, coloring the path Buzz Lightyear will follow to reach his orbiter.



DIRECTIONS FOR FLIGHT PATH

(Use as many or as few steps as you need.)

1 EXAMPLE : (5,2)	4	٦	10
z	5	8	11
3	6	9	12