



# Coordinate Pairs

Players: 2

plot coordinate pairs

## Materials

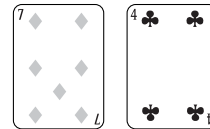
- one shuffled deck of cards with jokers and face cards removed
- Coordinate Pairs Game Sheet
- two different kinds of small markers, such as beans or paper squares

## The Way to Play

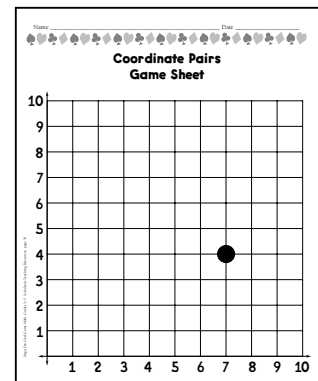
- 1 One player stacks the cards facedown in a pile and places the game sheet on the table. Each player chooses a kind of marker.
- 2 Player 1 draws two cards to represent a coordinate pair. The first card represents the x-coordinate (horizontal axis) and the second card represents the y-coordinate (vertical axis).
- 3 Player 1 locates the coordinate on the game sheet, places a marker on the coordinate, and places the cards in a discard pile.
- 4 Player 2 takes a turn in the same way.
- 5 Players continue to take turns. If an opponent's marker is already on a coordinate, players may bump off the marker and replace it with their own. When the cards run out, a player shuffles the discard pile and play continues.
- 6 Players earn a point for placing three markers in a row—horizontally, vertically, or diagonally. Players earn half a point for adding a fourth or fifth marker (or more) to any three of their markers in a row. Players do not lose points if markers are bumped.
- 7 The first player to earn 2 points wins.

### Example:

A player draws a two cards.



The player places a marker to graph (7, 4).



## Variations

Use a smaller grid and fewer cards, such as such as a 5 × 5 grid with cards 1–5, or a larger grid and more cards, such as a 13 × 13 grid with cards 1–king (13).



# Coordinate Pairs Game Sheet

