



Map Games

Lesson Plan: Class 01 / DM / 02



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| Overall goal of the lesson | Teach students Map Games – navigate path to reach certain locations, avoid certain path because they are blocked |
| Prior Knowledge Required | None |

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| Goal: | Introduce students to Map Game, navigate path across the boxes to reach certain location, avoid certain boxes (red). |
| Description: | Navigate the path between locations using the alphanumeric boxes in the grid. Avoid certain boxes. |
| Material Required: | <ol style="list-style-type: none"> 1. One copy of worksheet per student 2. Pen/Pencil, eraser. 3. Lesson Presentation |
| Procedure Summary : | <ol style="list-style-type: none"> 1. Go through the presentation. 2. Locate the places in specific Alphanumeric square grids 3. Make sure every student is following the island tour and locate the place. 4. Provide the worksheets, join the dots (different shapes of dots) 5. Let the students solve them and help them with joining. |
| Procedure Details: | <p>Slide 1: Title Slide</p> <p>Slide 2: Introduction to Maps Introduce the map with a tree house, an apple tree, and a lake at different locations on the map.</p> <p>Slide 3: Introduce Chotta Tim, the character of this game. He lives in the tree house and wants some apples from the tree and water from the lake. He doesn't know the path, the game for the students is to navigate the alphanumeric boxes and reach the location to collect apples first.</p> <p>Important Rule: One cannot walk over the RED boxes, only GREEN boxes can be used. In the subsequent slides, each step of the path is provided with alphanumeric character for each box. Each step is marked with arrow on the map.</p> <p>Slide 4: Start from box G1, walk to F1 box and turn towards F2.</p> <p>Slide 5: Walk across F2, F3 until F5.</p> <p>Slide 6: Next, turn towards E5 and walk to D5.</p> <p>Slide 7: Turn towards D4, walk across D4 and up to D3.</p> <p>Slide 8: Turn towards C3, walk over to C3, turn towards C2 and walk over to C2.</p> |

Slide 9:

Turn towards B2, walk across B2, and reach A2.

Slide 10:

Final turn: towards A1, walk over to A1. Location of apple tree.

Slide 11:

Reached the apple tree, collect apples for Chhota Tim, yet to collect water from lake and go back to tree house. This task is in the WS.

Slide 12:

Introduce another map game, this time the map is not marked with alphanumeric characters. Rather instructions are given on how to reach the destination, which has to be followed.

Chotta Tim's friend Arun is going to his house. He has given instructions on how to reach his house. In the next slides, we will show how Arun follows Chotta Tim's instructions and reaches his house.

Slide 13:

An overview of all the instructions provided by Chotta Tim, read them out aloud. Students are not supposed to memorize the instructions but rather try to understand each instruction as illustrated in the next slides. Also read out aloud the start and end of this journey.

Slide 14:

Remind the first instruction to walk only on green boxes and avoid the red ones.

Slide 15:

Follow the path instruction mentioned, the path is also marked on the map for easier understanding of the students.

Slide 16:

Turn left, walk 2 boxes straight. Then turn right, 2 boxes straight, and turn left.

Slide 17:

Turn left, walk 4 boxes straight. Turn right, walk 5 boxes straight. Turn left, walk 3 boxes straight.

Slide 18:

Left turn, 2 boxes straight. Another left turn, 1 box straight. Take a right turn, then 2 boxes straight.

Slide 19:

Right turn, 1 box straight. Final turn, on left, 3 boxes straight to reach Chotta Tim's Tree house.

Slide 20:

Following correct instructions on a map, can help one reach a destination or from one place to another.

Slide 21:

Thank you – move on to the worksheets.