Candy Coordinate Graphs

3rd-4th Grade

Objectives

- Students will form an ordered pair using two numbers.
- Students will use ordered pairs to locate points on a graph.



- Candy Coordinate Graph reproducible
- Dice (one pair per student)
- Mini candy bars
- Small candy pieces (such as candy corn or candy-coated chocolate)
- Tape

6 5 4 3 2 2 1 2 3 4 5 6

Preparation

Draw a large version of the Candy Coordinate Graph reproducible on posterboard or the whiteboard. Use tape to attach mini candy bars to various points on the graph.

Introduction

Discuss with students that grids and graphs have a variety of uses in architecture, geography, and geometry. Explain that coordinates are used to indicate where a certain object or place is located on a graph.

Draw a simple coordinate graph on the board and write the ordered pair (1, 4). Then demonstrate how to plot that point on the grid.

Procedure

- I. Display your candy coordinate graph and explain to students that they are going to take turns plotting points on the graph.
- 2. Invite a volunteer to roll a pair of dice. Prompt her to make an ordered pair from the two numbers and write it on the board. For example, if the student rolls a 3 and a 6, she can choose to create (3, 6) or (6, 3).
- 3. Have the volunteer plot the point on the graph. If there is a candy bar at that point, she may take it!
- 4. Invite volunteers to plot points until all of the candy bars are removed from the graph.

Independent Practice

- I. Divide students into pairs. Provide each pair with a copy of the Candy Coordinate Graph reproducible, a handful of candy pieces and two dice.
- 2. Prompt students to place the candy pieces on various points of the grid.
- 3. Encourage students to repeat the whole-class game from the lesson—taking turns rolling the dice, creating and plotting ordered pairs, and removing any candy pieces on those points.
- 4. At the end of the game, the student with the most candy pieces wins!

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