Name: _____   Date: _____

Check Your Radar

Materials
• BLM Check Your Radar Shapes
• BLM Check Your Radar Game Board
• scissors
• tape or glue

1. Cut out a set of four shapes on **BLM Check Your Radar Shapes**. Place the
   shapes in any quadrant of the coordinate grid on **BLM Check Your Radar
   Game Board**.
   • The edges of each shape must lie on the grid lines.
   • One shape must have a vertex in more than one quadrant.
   • No shape may touch another.
   • No shape may sit inside another shape.

2. Work with a partner.
   • Take turns and call a coordinate pair on each other's grid.
   • A shape is "hit" if a call identifies any coordinate pair on the perimeter of
     the shape. After the vertices for a shape have been hit, that shape is out of
     play.
   • Record each call you make on the My Calls coordinate grid.
   • In the Calls chart, identify each call as a hit or a miss. If you need more
     room, copy the chart onto another sheet of paper.

3. Once you have located each other's shapes, use fractions, decimals, and
   percents to report on
   a) the percent of the total grid covered by the shapes
   b) the number of hits compared to the number of calls