Math Game: CAN YOU FIND Z'NIA?

A Game for Two Players

Materials:

For each player: One copy of the game grid, a manila folder, two or more paper clips, a pencil

Preparation:

Print one copy of of the game grid for each player. Paper clip each one inside a manila folder. (Players can raise the folder flap to conceal their grids.) Review how to plot/identify points.

Players plot the locations of characters according to the size of their "footprints" (indicated by the number of boxes). If desired, players may use designated colors for each character.

Z'Nia
Bear
Slade
James

Raising the folder flap to conceal their grids, players draw outlines comprised of 2-5 boxes to represent each character. Each character appears on the grid only once. Footprints may be next to one another but may not overlap.

How to Play:

Decide who will go first. Take turns tracking the locations of the characters by naming plot points (e.g., B – 4).

Sample Turn:

Player One names a plot point. Player Two announces that it is correct or incorrect. Player One marks his/her grid with an X (X marks a "correct" spot) or a minus sign (for "incorrect"). When your opponent locates all the squares in a character's footprint, say, "You have found Z'Nia (or the bear, Slade, or James.)" The first player to find all four characters wins. Players can draw their own 10 x 10 grids to play again.

Teachers Can Add a Bonus Question (Language Arts Connection): Is there an episode in the book that fits the characters' positions as shown? Students who can justify their answers should get bonus points.

PLAYER ONE _____   PLAYER TWO _____

Game Grid for CAN YOU FIND Z'NIA?

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										