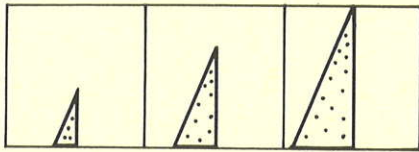


Hurkle



Grade Level

TOOLS

- Hurkle paper**
- Pencil**
- Markers**

*A game for
2 or more players*

Why

To practice naming points on a coordinate grid and using compass directions to find the hidden "Hurkle"

How

- Review the directions for naming coordinates (see page 194).
- Explain or review compass directions: North, South, East, West, Northeast, Southwest, etc.
- Choose a leader for the first game. Other players should have a turn leading later games.
- The leader decides on a point where the Hurkle is hiding and announces that a small, fuzzy, creature is hiding behind some point on the grid.
- The other players need to discover what the point is.
- Players take turns guessing coordinates, naming them by ordered pairs, such as (6,8).
- The leader responds to each guess with a clue, telling the players what direction they need to go from their guess to find the Hurkle. For example, if the Hurkle is hiding at (6,8) and the guess is (2,4), the leader will say "Go northeast."



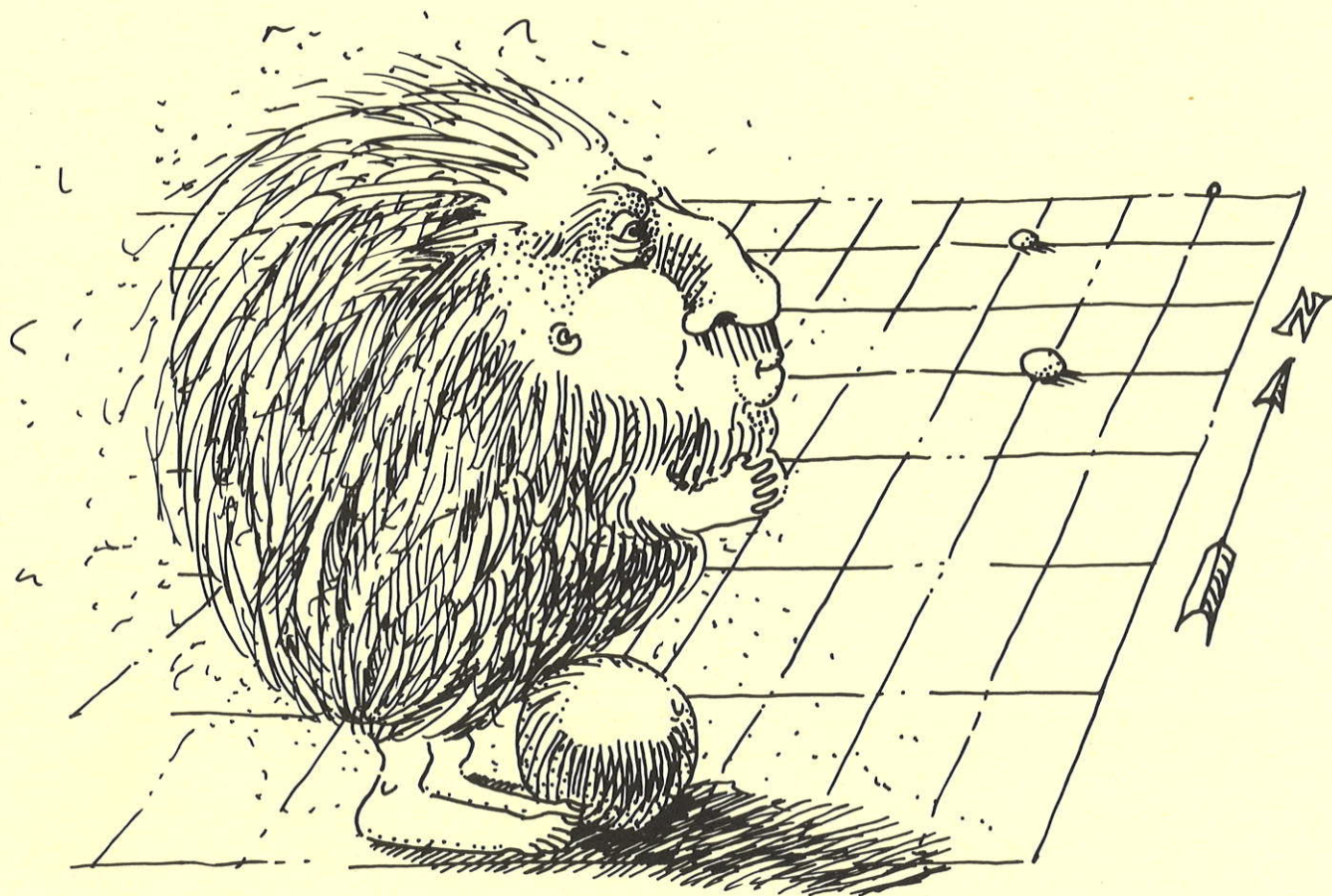
HURKLE PAPER

	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">Guess</th> <th style="width: 50%;">Clue</th> </tr> <tr> <td style="text-align: center;">(2,4)</td> <td style="text-align: center;">NE</td> </tr> </table>	Guess	Clue	(2,4)	NE
Guess	Clue				
(2,4)	NE				
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">Guess</th> <th style="width: 50%;">Clue</th> </tr> <tr> <td style="height: 40px;"></td> <td style="height: 40px;"></td> </tr> </table>	Guess	Clue		
Guess	Clue				

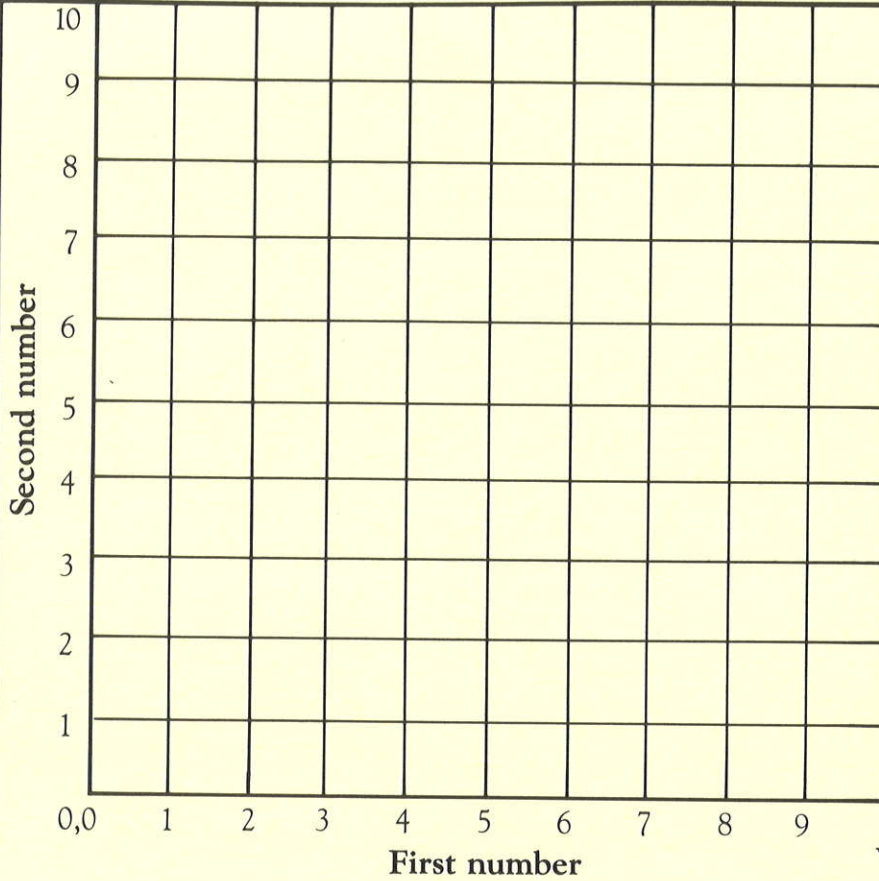
- Players keep track of their guesses and clues.
- The leader should mark the Hurkle's hiding place on a hidden sheet of Hurkle paper. After each guess, he or she should make a mark or place a finger on the guessed point and then give the direction players need to move to find the Hurkle. This helps avoid a common mistake of giving the opposite direction, or the direction from the Hurkle to the guess.
- Be sure to talk about the best strategy for making guesses.

More Ideas

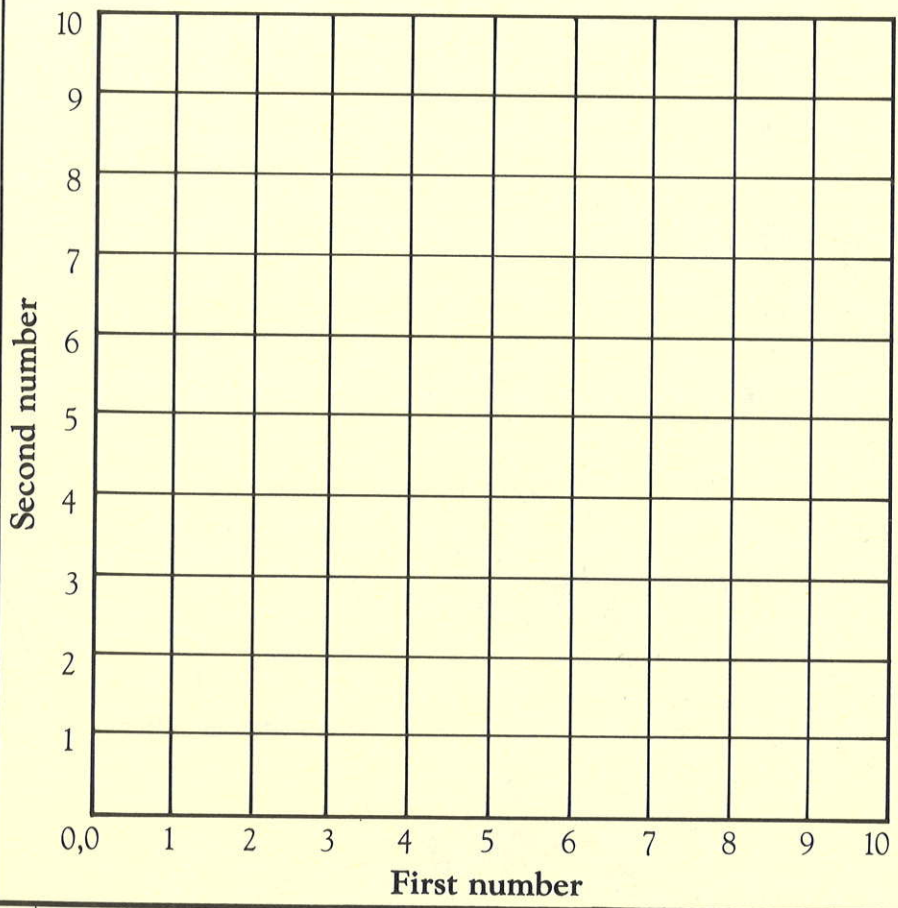
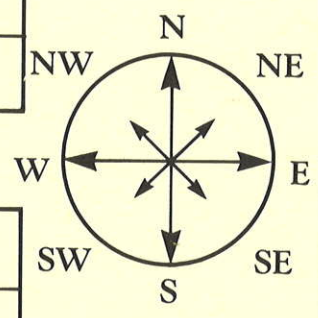
Play on a grid including all four quadrants.



HURKLE PAPER



Guess	Clue



Guess	Clue