



Plotting perfection



UNIT A2

Mathematical content

Number and algebra (AT2)

- ◆ Using and interpreting coordinates in the first quadrant (level 4)
- ◆ Using and interpreting coordinates in all four quadrants (level 5)

Spiritual and moral development

The aim of this unit is to help pupils to think about the positive and negative qualities that human beings display and why it matters which qualities characterise us most.

This unit provides an opportunity for pupils to practise using coordinates whilst challenging them to think about aspects of human character.

Using the unit

Pupils work in pairs to play the game which will take 30 minutes to an hour.

The idea is similar to the game of 'Battleships'. Each player places the 20 qualities on his or her HOME GRID without showing them to the other player. Players then take it in turns to guess coordinates of a point, keeping a record on their AWAY GRID and ticking off any qualities found.

The game continues until one player has 10 good qualities (that player wins) or 10 bad qualities (that player loses).

The game can be replayed if new sheets are issued.

Time should be allowed at the end of the session to discuss the answers to the questions on the worksheet about good qualities.

Further discussion questions are included at the end of the worksheet which pupils could tackle at the end of the session or for homework.

Time needs to be allowed to discuss the answers in class.

Adaptations

The teacher may wish to start by asking the pupils to produce their own list of good and bad characteristics to use in place of those given.

Alternatively, the teacher may produce his/her own lists according to the needs of the class (e.g. in relation to bullying or name calling).

Differentiation

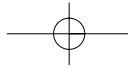
The worksheets use coordinates in the first quadrant only. The work can be extended to four quadrants with axes $-3 \leq x \leq 3$ and $-3 \leq y \leq 3$.



Resources needed for each pair of pupils

- 1 copy of the Instructions Sheet.
- 2 copies of the Coordinate Worksheet, Game Sheet A.
- 2 copies of the qualities sheet, Game Sheet B.





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Do you know any really good people, or any really bad ones? Most of us are a mixture of both. This game will help you to practise plotting and reading coordinates but you also get a chance to think about some of the qualities that make up our characters.

To start the game

Without showing your partner, choose a position on the HOME GRID (Game Sheet A) for each of the 20 qualities (Game Sheet B). Mark each position with a cross and put a number beside it. You can place a cross anywhere where two lines meet, even on the axes. For example, this player has placed Honesty at (1,3), Stroppiness at (3,0) and Love at (5,6). Place all 20 qualities in this way. The aim of the game is to find the position of your partner's 10 good qualities.

To play the game

Using your AWAY GRID, mark any point and call out its coordinates (x-coordinate first then y-coordinate).

Your partner checks his or her HOME GRID to see if there is anything there.

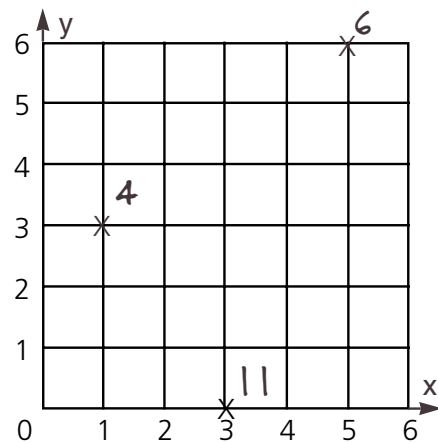
If there is nothing there, your partner has a turn.

If you have found a quality, your partner tells you its number.

Tick the quality you have found and, if it is a good one, answer the question in the space provided.

You may discuss the question with your partner.

Your partner now has a turn. Repeat the process until one of you has found all 10 good qualities. This person wins as long as he or she has found fewer than 10 bad qualities. If one of you finds 10 bad qualities first, that person loses.



1 Questions to consider

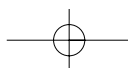
1. Is it easier to see someone's good qualities or their bad qualities? Can you explain why?
2. Which quality do you think is the best? Why do you think it is the best?
3. Which quality do you think is the worst? Why do you think it is the worst?
4. Perfection is where someone has all the good qualities there are and no bad ones. Is it possible to be perfect? Do you know anyone who is perfect?
5. Do you think you can develop the good qualities in your character? If so, suggest some things that might help you.

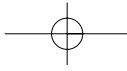
Jesus told a story about two men who prayed to God. One of them posed and prayed like this: "God, I thank you that I am not a thief or a mugger: I do good things".

But the other man slumped and looked sad. He prayed like this: "God, forgive me for I am a bad person".

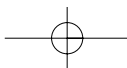
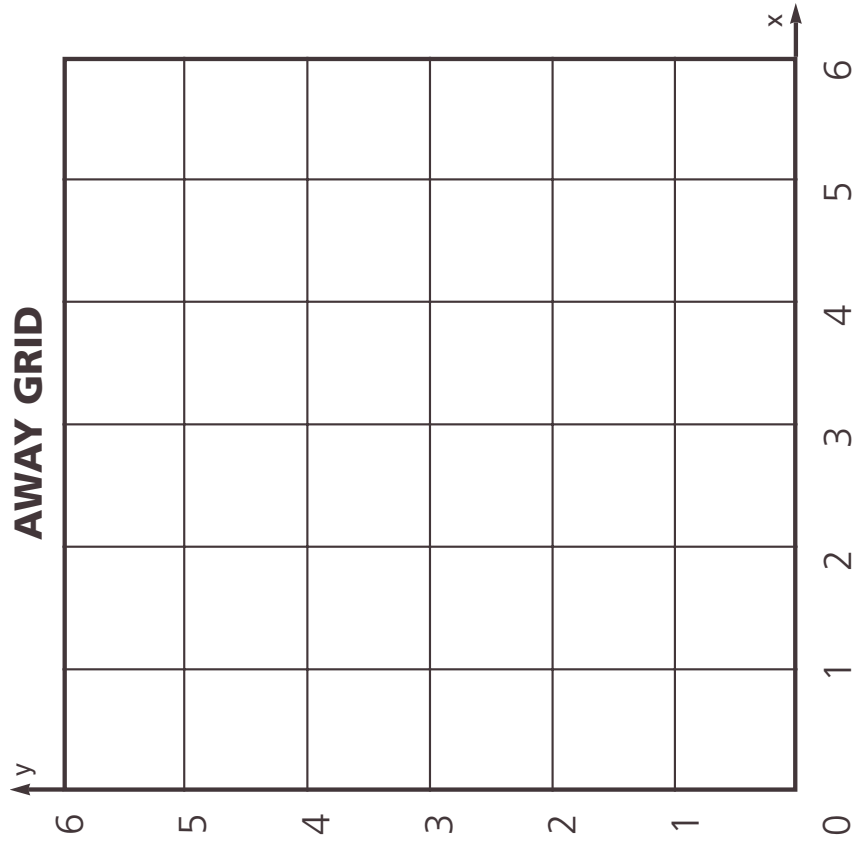
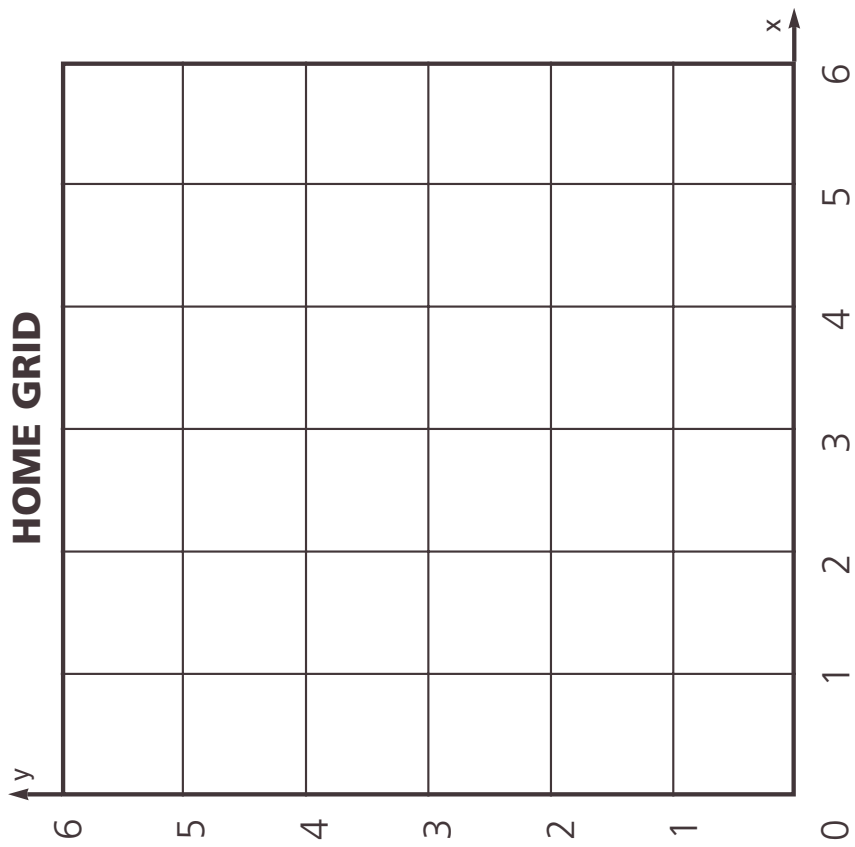
Jesus said that one of the men was accepted by God. Which of them do you think it was? Why was he accepted?

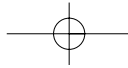
(The story is in the Bible in Luke chapter 18 verses 9 - 14. Christians believe that having good qualities is very important but all people still need to be forgiven for their badness.)





GAME SHEET A (coordinate worksheet)





GAME SHEET B

2

Good qualities

1. **Bravery**

Name someone famous, alive or dead, who you believe was brave.

2. **Calmness**

Describe a frightening situation in which it is important to be calm.

3. **Generosity**

Two people send money to a disaster appeal. A rich woman sends £500 and a 5 year old child sends £2.50 which is all his pocket money for a month. Who do you think is the more generous?

4. **Honesty**

Name a job where honesty is particularly important. Why do all employers want people who are honest?

5. **Kindness**

Describe a kind action done by a pupil or teacher at your school.

6. **Love**

Write down the name of someone you know who loves you or who you love.

7. **Patience**

Describe something that took you a long time to learn. Who was patient enough to help you?

8. **Reliability**

Name a game in which you have to rely on your team mates.

9. **Self control**

What happens to a football player if he loses his temper on the pitch?

10. **Unselfishness**

Describe a situation in which you have been selfish.

Bad Qualities

11. Stoppiness
12. Bossiness
13. Dishonesty
14. Gossiping
15. Greediness

16. Irritability
17. Jealousy
18. Laziness
19. Selfishness
20. Sarcasm

