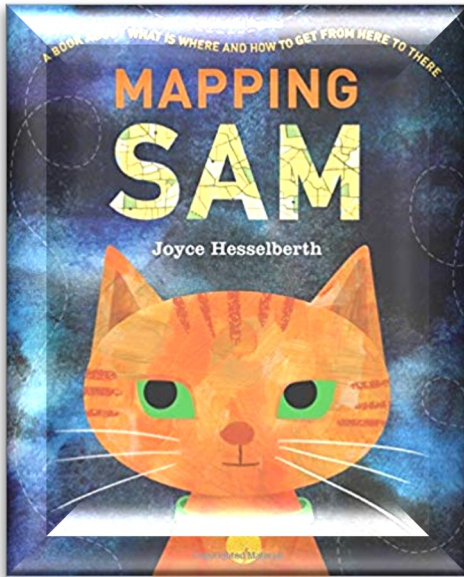


## Spatial Reasoning



### Before Reading

**A book about where we are and how we get there.**

As Sam follows her customary path, wandering farther and farther away from home, readers encounter different kinds of maps illuminating different points of view and the various spots Sam visits.

[https://static1.squarespace.com/static/522a01a0e4b052a273f917c6/t/5bcf4ead8165f58647264fd1/1540312750352/mapping\\_sam\\_resource.pdf](https://static1.squarespace.com/static/522a01a0e4b052a273f917c6/t/5bcf4ead8165f58647264fd1/1540312750352/mapping_sam_resource.pdf)

This lesson would align beautifully to the ADST coding of Ozobots.

<http://www.learn71.ca/wp-content/uploads/2018/08/OZOBOT-BLMs.pdf>

This link is filled also with *at a glance* math ideas and lovely literature links:

<http://www.learn71.ca/wp-content/uploads/2018/08/OZOBOT-Reading-and-Writing.pdf>

### During Reading

These spatial reasoning **big** ideas abound in this book:

**6 Processes:** visualization -mental rotation (transformation) -visual-spatial working memory -information processing - spatial language & gesture

**5 Concepts:** -symmetry -2-D images/3-D shapes -locating/orienting/mapping/coding -perspective taking

### After Reading

Play prompts: Where do you see shapes/symmetry in your world?

How could you create a map of this place? Another place?

How does visualizing help you make sense of the world around you?

A brand new complimentary text by the same author (new 2020)

*Pitter Pattern* includes examples of patterns found in music, weather, time, play, shapes, nature, math, and language.



Pathway coding game *Taking shape* p. 207

1. start with a 5x5 paper grid or one taped off on a desk
2. Markers to indicate start and end points on the grid
3. Figurine or other marker to move around the grid
4. Set of individual number cards labeled 1,2,3,4 and arrow cards
5. Use number and arrow cards to create the code that describes the pathway of moving the figurine from the **start** through the pathway to the **end marker**.

