



## Content Correlation Chart

### Episode 16 – Totally a-Maze Thing!

Major Concepts	Grades	Geometry and Spatial Sense
1. Learning directionality, relative positions, turns and grids 2. Understanding the importance of distinguishing left from right (steps and quarter- or half-turns), in front of, behind, beside 3. Learning the value of trial, revise, re-trial problem-solving through the authentic task of planning and following a route described in steps and turns 4. Understanding the concept of equivalence	1	<ul style="list-style-type: none"> <li>Describing location using positional language</li> <li>Describe the relative locations of objects or people using positional language (e.g., over, under, above, below, in front of, behind, inside, outside, beside, between, along)</li> <li>Describe the relative locations of objects on concrete maps created in the classroom (Sample problem: Work with your group to create a map of the classroom in the sand table, using smaller objects to represent the classroom objects. Describe where the teacher's desk and the bookshelves are located.)</li> </ul>
	2	<ul style="list-style-type: none"> <li>Distinguish between the attributes of an object that are geometric properties (e.g., number of sides, number of faces) and the attributes that are not geometric properties (e.g., colour, size, texture), using a variety of tools (e.g., attribute blocks, geometric solids, connecting cubes)</li> <li>Identify and describe various polygons (i.e., triangles, quadrilaterals, pentagons, hexagons, heptagons, octagons) and sort and classify them by their geometric properties (i.e., number of sides or number of vertices), using pictorial representations</li> <li>Compose and describe pictures, designs, and patterns by combining two-dimensional shapes</li> <li>Compose and decompose two-dimensional shapes</li> <li>Describe the relative locations (e.g., beside, two steps to the right of ) and the movements of objects on a map (e.g., "The path shows that he walked around the desk, down the aisle, and over to the window.")</li> <li>Draw simple maps of familiar settings, and describe the relative locations of objects on the maps</li> </ul>
	3	<ul style="list-style-type: none"> <li>Using a reference tool to identify right angles and to compare angles with a right angle</li> <li>Describing movement on a grid map</li> <li>Recognizing transformation</li> <li>Use a reference tool (e.g., paper corner, pattern block, carpenter's square) to identify right angles and to describe angles as greater than, equal to, or less than a right angle</li> <li>Identify and compare various polygons (i.e., triangles, quadrilaterals, pentagons, hexagons, heptagons, octagons) and sort them by their geometric properties (i.e., number of sides; side lengths; number of interior angles; number of right angles)</li> <li>Compare various angles, using concrete materials and pictorial representations, and describe angles as bigger than, smaller than, or about the same as other angles</li> <li>Describe movement from one location to another using a grid map (e.g., to get from the swings to the sandbox, move three squares to the right and two squares down)</li> </ul>