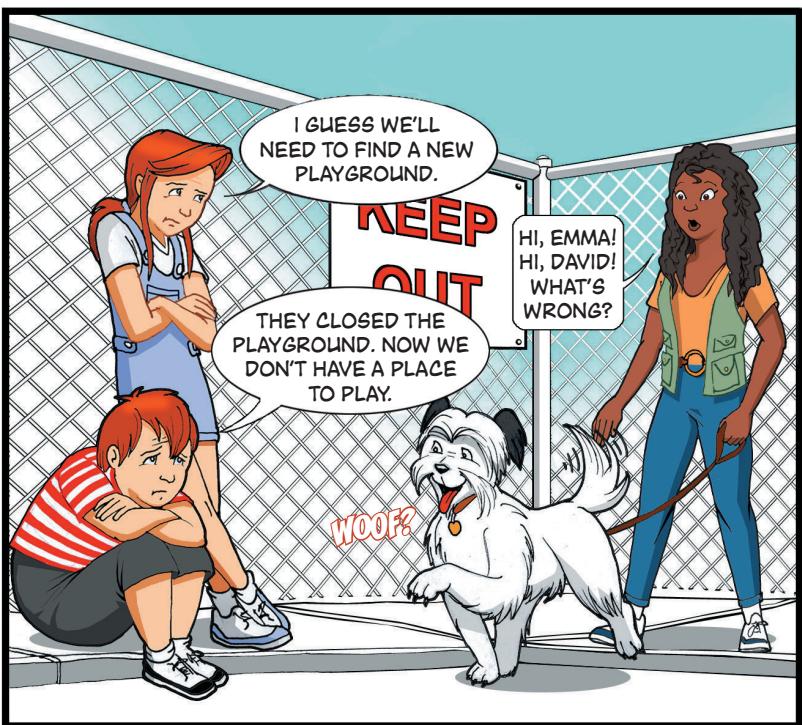
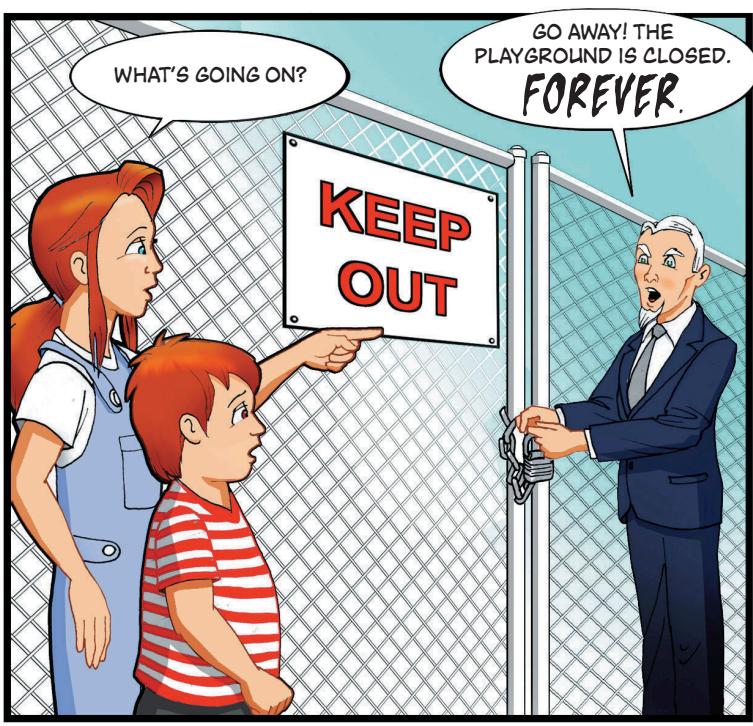




# in: No Place to Play!





THE MAPS AND EQUATIONS ARE PRETTY COOL-LOOKING, AREN'T THEY? MATH AND MAPPING HELP ME SOLVE ALL KINDS OF PROBLEMS.



THIS MAP SHOWS A FOREST. CAN YOU SEE WHERE THE FOREST IS HEALTHY AND WHERE IT MIGHT NEED A LITTLE HELP?



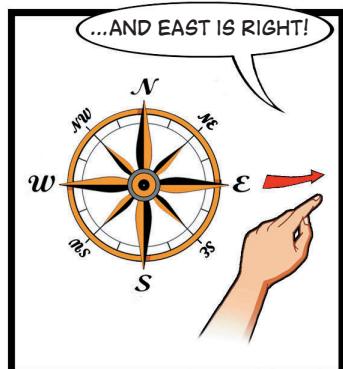
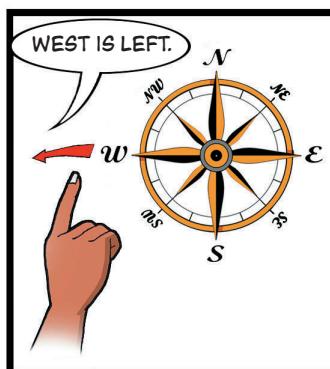
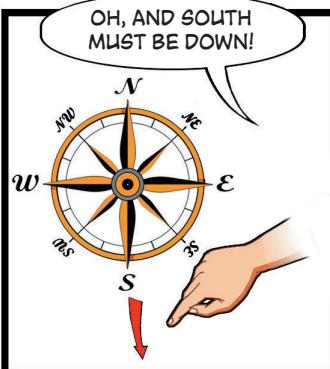
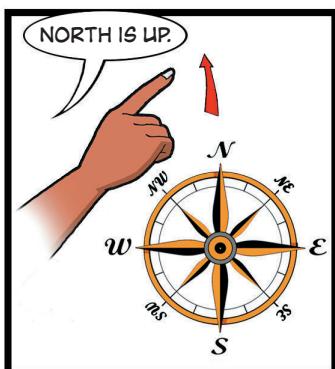
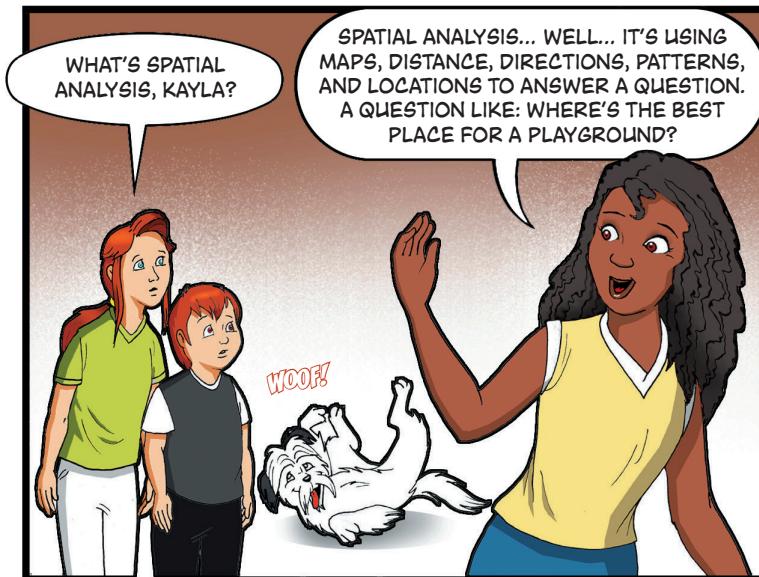
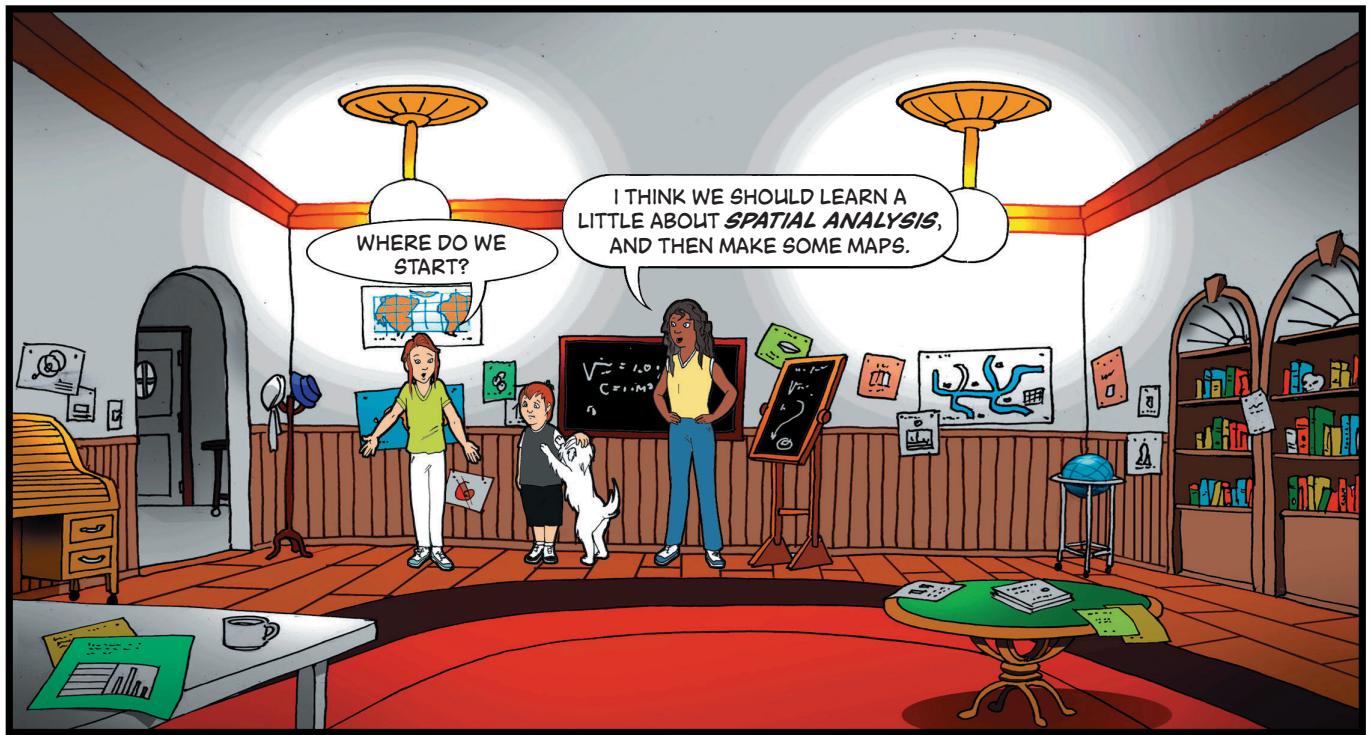
THIS EQUATION CALCULATES WHERE PEOPLE ARE DOING THEIR BEST TO HELP END HOMELESSNESS.



THIS MAP SHOWS THE BEST PLACES TO OPEN A NEW BICYCLE SHOP.



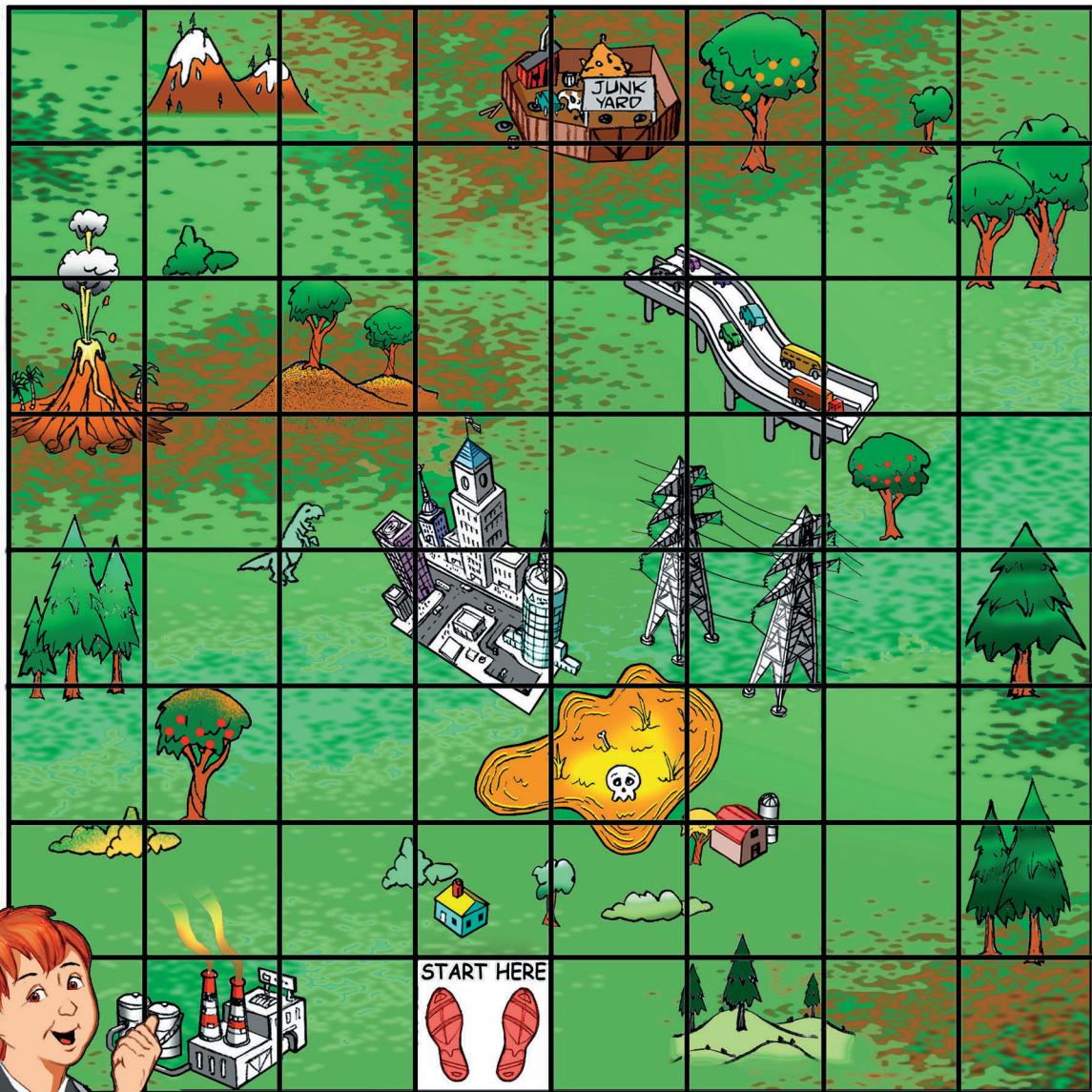
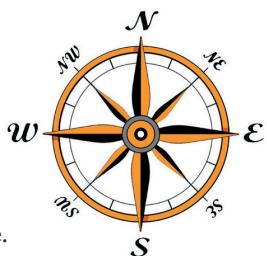
WHAT IF WE COULD MAKE A MAP LIKE THIS, SHOWING THE BEST PLACE FOR A NEW PLAYGROUND?



# Use compass directions to visit good places for a park while avoiding bad places. Draw your path as you go.

1. Beginning in the START HERE square, go north (N) one square, west (W) two squares, and north (N) one square.
2. Go northwest (NW) one square.
3. Go northeast (NE) two squares.
4. Go northwest (NW) one square and north (N) one square.
5. Go southeast (SE) two squares and northeast (NE) two squares.
6. Go east (E) one square and southeast (SE) one square.
7. Go south (S) two squares and west (W) one square.
8. Go southeast (SE) one square.
9. Go south (S) two squares.
10. Go southwest (SW) one square and west (W) one square.
11. Go west (W) two squares and you're back where you started!

**Check:** You should be on the square with the snow-capped mountains.



PSSST! THIS IS EASY!