LEVEL 2

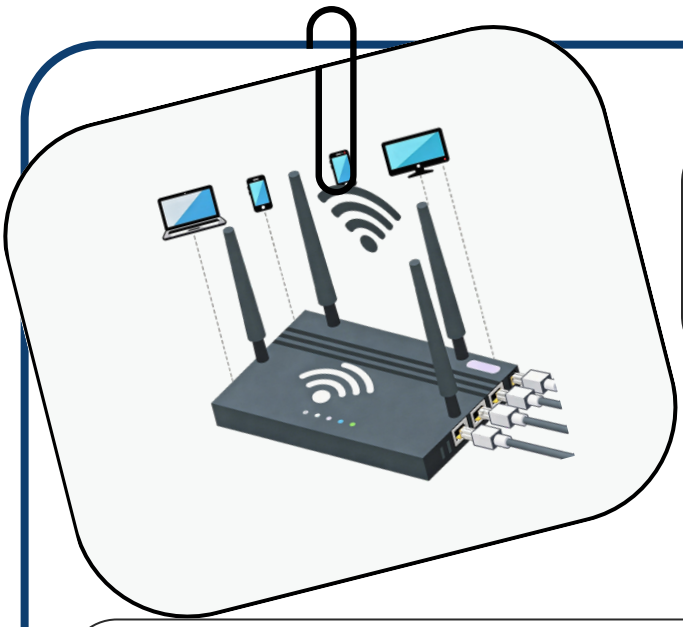
ACTIVITY 2

Chasing the rogue router



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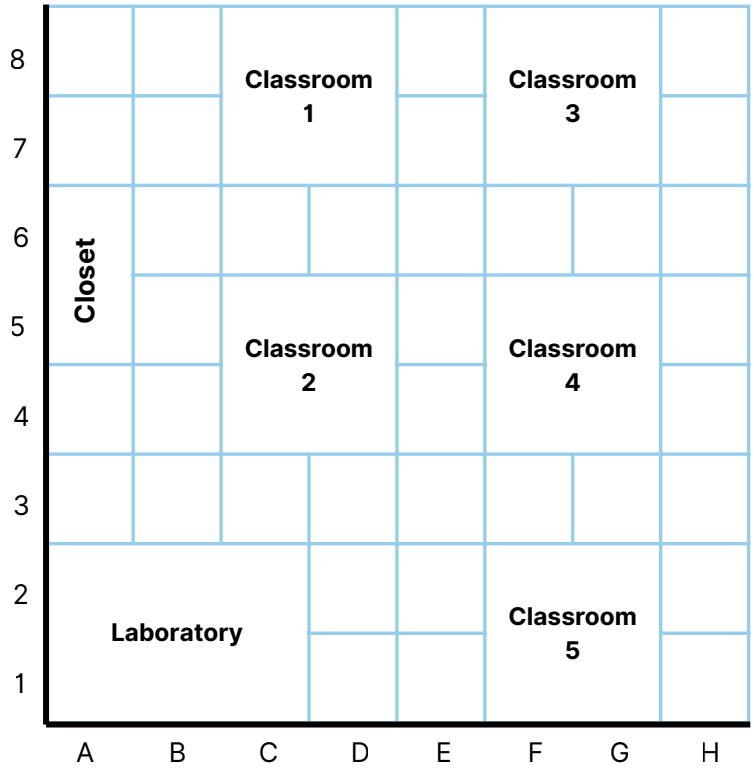


Mission sheet :

Chasing the rogue router

STEP 1 : WHERE ARE WE ?

In order to find the hacking computer, the students must locate the source of the signal. But first, they need to be able to find their way around the school !
Help them identify the coordinates of different locations on this map.
The **empty squares** represent hallways.



What is in cell F4?

What are the coordinates of the cells that make up the closet ?

What sequence of cells can be used to get from B6 to F3 ?
Give their coordinates.

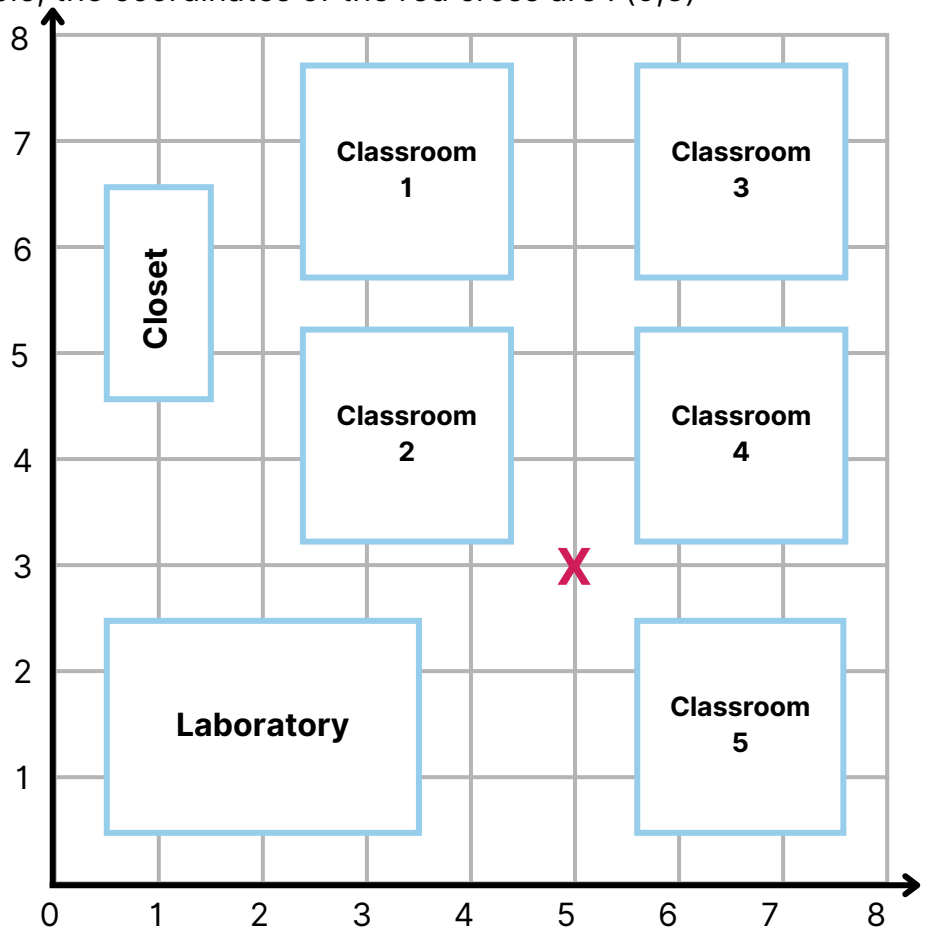
STEP 2 : FIND THE ROGUE ROUTER

Systems illustrating movement with squares are sometimes a bit restrictive; we will use a different method here, which consists in using points instead of squares.

We will write the coordinates of these points as follows :

(value on the horizontal axis; value on the vertical axis)

For example, the coordinates of the red cross are : (5;3)



What is at (2,1) ? At (6,4) ?

Draw the path from (2,7) to (2,4). Write the coordinates of the points along the path.

Draw the path from (5,7) to (7,3). Write the coordinates of the points along the path. Remember, you cannot cross between the different rooms !

By analyzing the signal emitted by the pirate router, the students discover that its position is at (1,6). Where is it located ?