

# Answer Key

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*Two conventions to hold her to: coordinates go letter-then-number (over, then up — row 1 is at the BOTTOM), and moving counts squares you step INTO, never the square you start on. Both traps are planted in here on purpose.*

## 2 • The Compass Rose

- house→ice-cream stand: EAST
- rocket→cat's corner: SOUTH
- skatepark→oak tree: WEST
- pond→flag: NORTH
- compass: clockwise from top: N, E, S, W (Never Eat Soggy Waffles!)

## 3 • Grid Coordinates

- Ex 1 — at C5: park flag
- Ex 1 — at F1: the cat's corner
- Ex 2 — rocket launchpad: F5
- Ex 2 — duck pond: C3
- Ex 3 — B4 = Penelope's house. (The gold star lives at B2 — it catches agents who count rows from the top. Row 1 is at the BOTTOM!)

## 4 • Follow the Route

- Ex 1: duck pond (D1 → D3 → C3)
- Ex 2: the cat's corner (C5 → C1 → F1)
- Ex 3: step 1 lands on C4, step 2 on C3 — the pond was exactly where it should be; Sam counted the square he was standing on
- Ex 4: Penelope's house — and the shiny secret passed on the way is the gold star at B2

## 5 • Write the Route

- Ex 1: SOUTH 3 then EAST 2 (or EAST 2 then SOUTH 3 — both are right!)
- Ex 2: WEST 2 then SOUTH 1 (or SOUTH 1 then WEST 2) — her first WEST order!
- Ex 3: the missing second leg is WEST 1 — Sam's NORTH 3 stops at F4; one square west reaches the ice-cream stand at E4
- Ex 4: 5 squares (3 down + 2 over, in any order)

## 6 • You Draw the Map

- Ex 1: tree drawn at D5; X drawn at E2
- Ex 2: her own invention + its correct letter-number coordinate
- Ex 3: recap copied from page 5, then route traced house → skatepark matching it

## 7 • The Treasure Hunt

- Ex 1: C2 — the treasure! (E5 → E2, then → C2)
- Ex 2: B2 — an empty square. Sam started one square west (D5) of the flag, so his whole route slid one square west.
- Ex 3: EAST 2 then NORTH 1 (or NORTH 1 then EAST 2)
- Ex 4: 5 squares (2 east + 3 north, any order). NOTE: if she wrote 3, she walked to the CAT — the mid-question joke got her; the reasoning isn't wrong, just re-read together.