

Name: _____

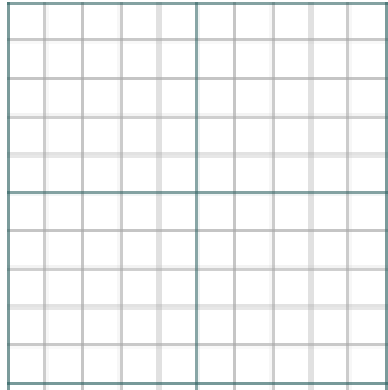
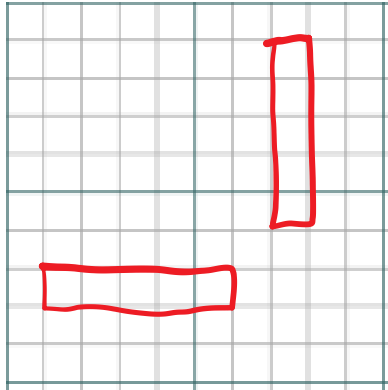
Div: _____

Date: _____

1.5 Plotting on a Coordinate Grid:

Exploring Coordinate Grids

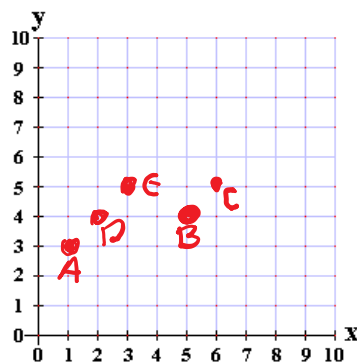
1. Draw a horizontal and a vertical rectangle on the left grid. Do not show your partner.



2. Think of a way to describe the locations of the rectangles to your partner.
3. Take turns describing your rectangle to your partner. Your partner will use your description to draw your rectangle on their right side grid.
4. Compare grids. Do they match? If not, try to improve your description locations.

Coordinate Grids:

- Two perpendicular number lines intersect at 0.
- The point of intersection, 0, is called the **origin**.
- To describe a position of a point on a coordinate grid we use two numbers that relate to the origin, 0.
- The first number tells you how far to move right.
- The second number tells you how far to move up.



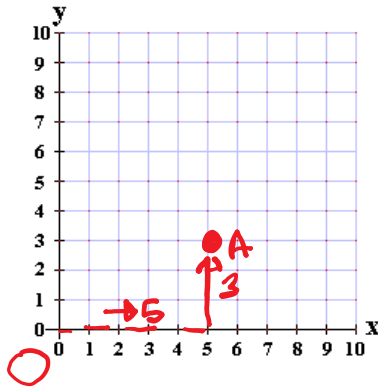
Finding Coordinates

Point	Coordinates
A	(1,3)
B	(5,4)
C	(6, 5)
D	(2, 4)
E	(3,5)

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Creating Coordinates:

To reach point A, we move 5 units right, and 3 units up.

We write these units in brackets (5,3)

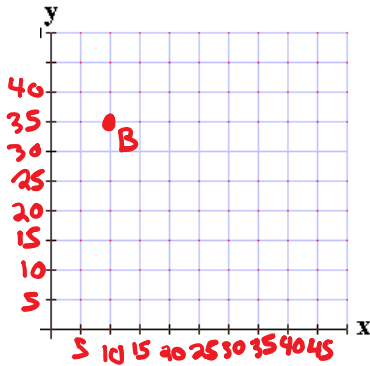
These numbers are called **coordinates**.

Because coordinates are always written in the same order, these numbers are also called an **ordered pair**.

We say: A has coordinate (5,3)

We write: (5,3)

Point 0 has coordinates (0,0) because you do not move anywhere to plot a point at 0.



When numbers in an ordered pair are large, we use a scale on the coordinate grid. 1 square represents 5 units.

To plot B (10,30) Start at 0. Move 2 squares right. Move 6 squares up.

Homework: p. 26 # 1-9