

Introduction	3
Format of Books	4
Suggestions for Use	
Annotated Answer Key and Extension Activities	
Reproducible Tool Set	175

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# **32** Using the Coordinate Plane

### PAGES 266 AND 267

### **Objective**

To locate points in Quadrant I of a coordinate plane

### Introduction

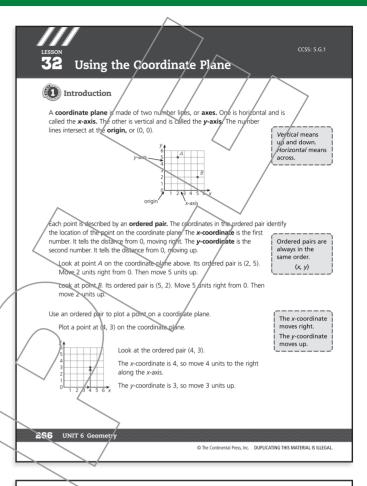
Discuss the parts of the coordinate plane with students, specifically the axes and the origin. Show students an ordered pair, and specify that the first number is the x-coordinate and the second number is the *v*-coordinate. Guide them in identifying the ordered pairs of points A and B on the given coordinate plane. Then work through the sample to help them locate the ordered pair (4, 3).



Students should show understanding of the numbers in an ordered pair and know that (2, 3) and (3, 2)are not at the same place on a coordinate plane. The point (2, 3) is 2 units to the right of the origin and 3 units up. The point (3, 2) is 3 units to the right of the origin and 2 units up.

### Common Core State Standard

**5.G.1** Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand that the first number indicates how far to travel from the origin in the direction of one axis, and the second number indicates how far to travel in the direction of the second axis, with the convention that the names of the two axes and the coordinates correspond (e.g., x-axis and x-coordinate, y-axis and v-coordinate).



#### Think About It 🔎

Are the points at (2, 3) and (3, 2) at the same place on a coordinate plane? Explain w you know

#### **2** Focused Instruction

Sometimes ordered pairs are given in a table. The number in the *x*-colu is the x-coordinate. The number beside it in the y-column is the v-coordinate. It may help you to rewrite them as an ordered pair

Peter graphs the points shown in the table on a coordinate plane



Write the data from the table as a set of ordered pairs (0, 3), (1, 4), (2, 5)





In the first ordered pair, how far along the y-axis should Peter move for the y-coordinate

#### He will move up 3 units.

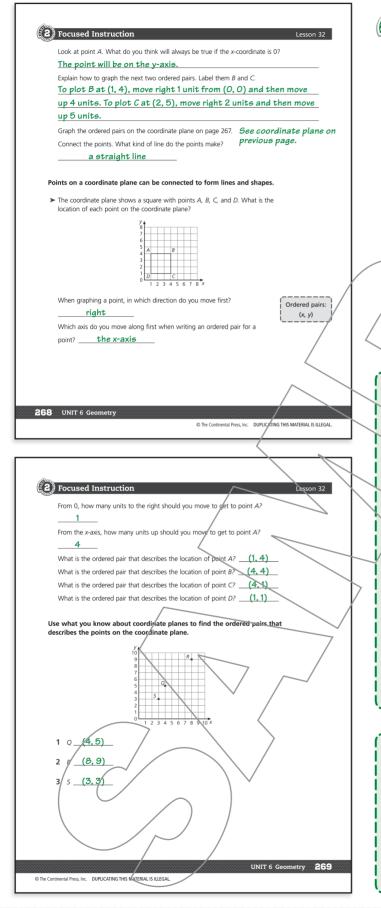
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UNIT 6 Geometry 267

152 UNIT 6



## Focused Instruction

First, students will use an *x*-*y* table to write ordered pairs before plotting and labeling the points on a coordinate plane. Students should understand that the first coordinate is the *x*-coordinate and the second one is the *y*-coordinate. They should recognize what the coordinates tell about the position of the point on the coordinate plane.

Next, students will find the ordered pairs that represent four points on a coordinate plane. They will answer questions to help them think about how to find the ordered pairs using the given coordinate plane.

Conclude the Focused Instruction section by having students find the ordered pairs for three points on a coordinate plane.

### Vocabulary

**axes:** the number lines used in a coordinate plane **coordinate plane:** the space defined by two number lines placed at right angles and used to locate points in space in relation to their distances from the number lines

ordered pair: two numbers that name the location of a point on a coordinate plane; (x, y)

**origin:** the center of a coordinate plane, located at the intersection of the x- and y-axes, having the coordinates (0, 0)

x-axis: the horizontal axis of a coordinate planex-coordinate: the first number in an ordered pair, it names the horizontal position of a point

**y-axis:** the vertical axis of a coordinate plane

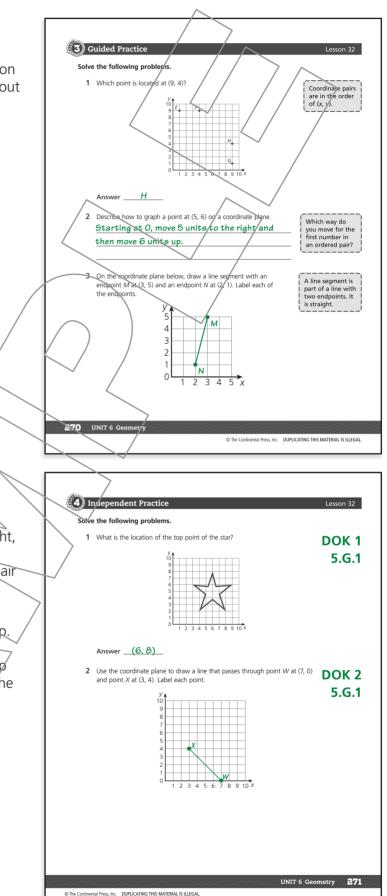
**y-coordinate:** the second number in an ordered pair, it names the vertical position of a point

### Connections to Standards for Mathematical Practice

- Make sense of problems and persevere in solving them.
- Model with mathematics.
- Use appropriate tools strategically.
- Attend to precision.

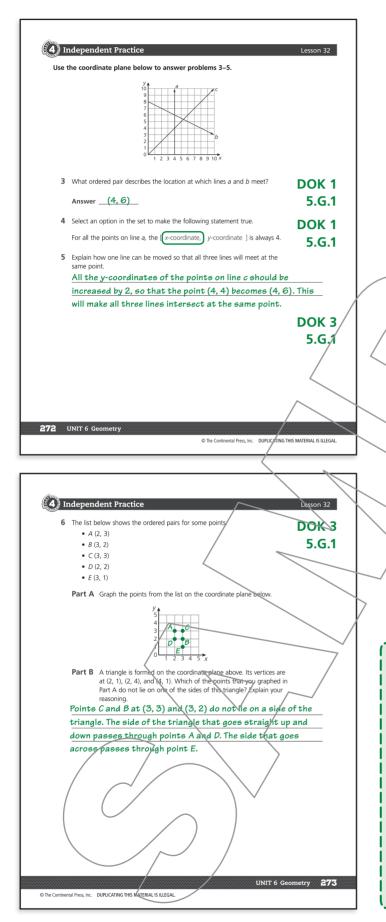
### **Guided** Practice

Students should complete the Guided Practice section on their own. Offer assistance as needed, pointing out the reminder and hint boxes along the right side of the page.



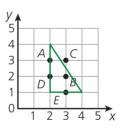
# Independent Practice Answer Rationales

- 1 Ordered pairs are written in order from left to right, *x*, and then down to up, *y*. The star's top point is 6 units to the right and 8 units up. The ordered pair is (6, 8).
- 2 To graph point W at (7, 0), start at 0 and move 7 units to the right along the x-axis and 0 units up. To graph point X at (3, 4), start at 0 and move 3 units to the right along the x-axis and 4 units up from that location. Then draw a line to connect the points.



- **3** Ordered pairs are written in order of the direction and distance along the *x*-axis and then the direction and distance along the *y*-axis. Lines a and *b* intersect, or cross, at a point that is 4 units right and 6 units up. The ordered pair is (4, 6).
- 4 The *x*-coordinate of line *a* is 4 for all points along the line, because the distance from Ø along the *x*-axis is 4 units. The points along line *a* are: (4, 1), (4, 2), (4, 3), (4, 4), (4, 5), (4, 6), (4, 7), (4, 8), (4, 9), (4, 10), etc.
- 5 Two of the lines intersect at (4, 6), lines a and b, so line c must be changed to intersect at that same point. The point along line c that is directly below the intersection of lines a and b is (4, 4). To move the line up so that it intersects at (4, 6), add 2 to each of the y-coordinates of line c.
- **6 PART A** To graph each point on the plane, start at 0 and move along the *x*-axis the number of units given by the *x*-coordinate and then move up the number of units given by the *y*-coordinate.

**PART B** Draw the triangle described by the points and determine which of the points are along the triangle's edges. The points (3, 2) and (3, 3) are not on the edges of the triangle, as shown below.



### **Extension Activity**

Give each student a blank coordinate plane showing Quadrant I only with axes from 0 to 10. Instruct them to plot 10 points on the coordinate plane. Prior to this, prepare cards showing each possible ordered pair on the coordinate plane. After students have plotted their points, give them some counters. Randomly choose an ordered pair from your cards and call it out. If a student has the ordered pair on his or her coordinate plane, he or she should place a counter on it. The first person to have four points marked on his or her coordinate plane wins the game. You may increase or decrease the number of points needed to win depending on time constraints.