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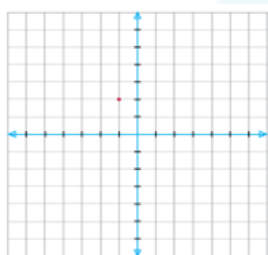
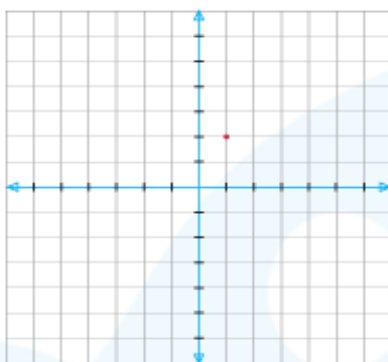
## PLOTTING COORDINATES WORKSHEETS-I

1) Plot the coordinates given below in the plane:

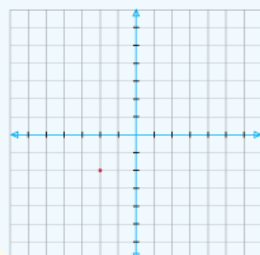
a)  $(-1, 3)$

b)  $(0, 2)$

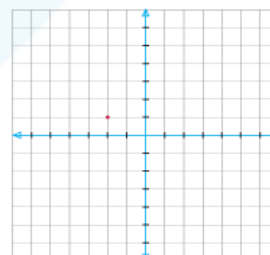
2) What will be the reflection of the given point across y-axis?



(a)



(b)



(c)

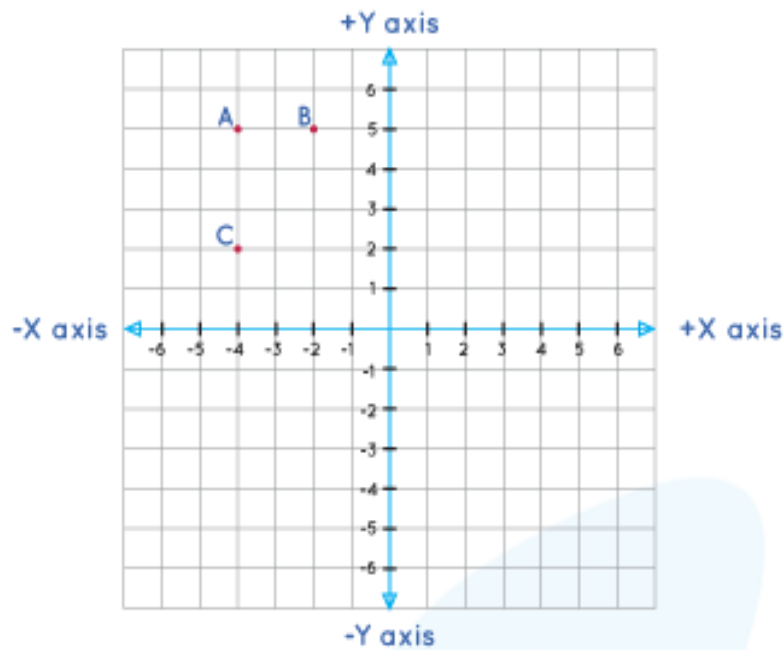
3) Draw an isosceles triangle in the coordinate plane and name the ordered pair of all the 3 points.

4) Write true or false for the given statements in the box given against each.

a) The point which lies both the axes is called origin. ☐

b) The point  $(2, -3)$  lies in the third quadrant. ☐

Answer Q.5, Q6, and Q7 using the graph given below:

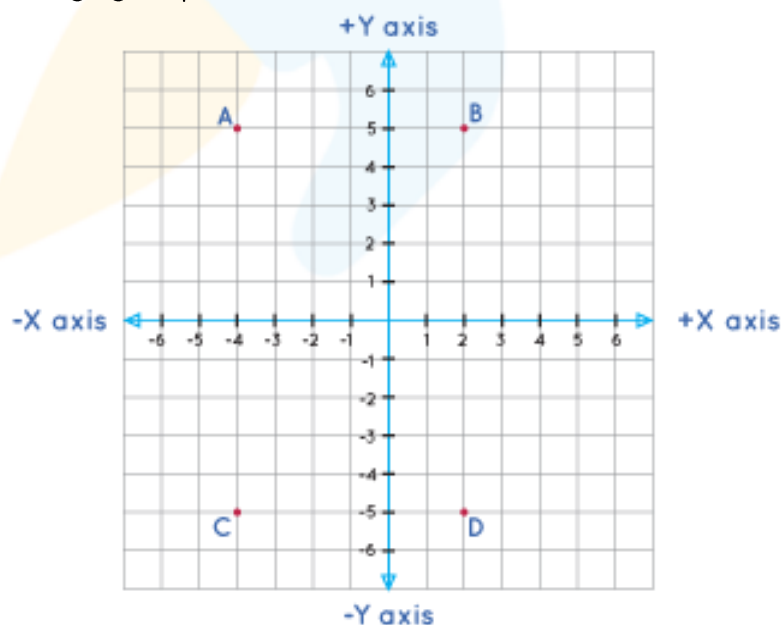


5) Write down the coordinates of A, B and C.

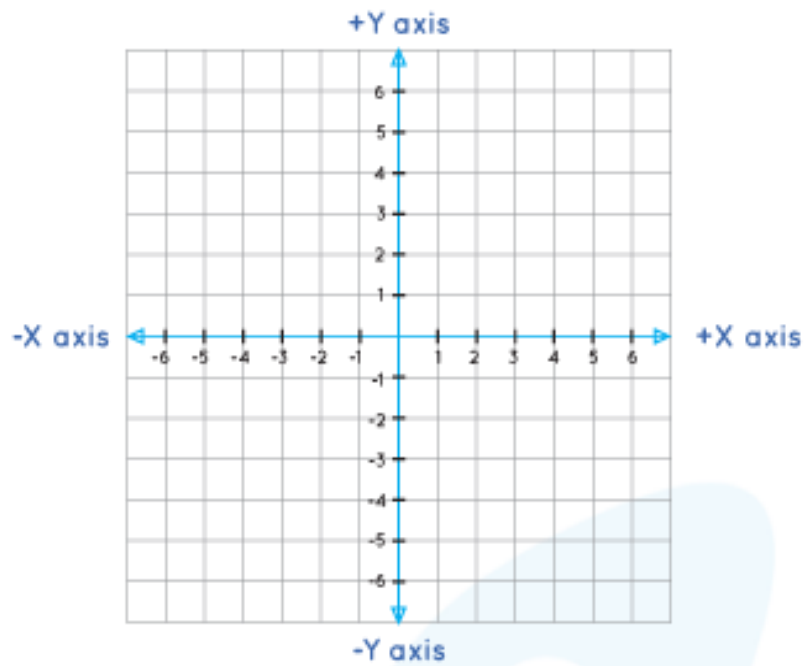
6) Plot D such that all four points form a rectangle.

7) What are the coordinates of point D?

8) Identify the coordinates of the points A, B, C, and D in the following graph.



Use the following graph to answer Q.9 and Q.10.



9) Plot a line joining points  $(1, 1)$  and  $(1, -1)$ .

10) Find the intersection point of this line with the x-axis.

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- Gary Schwartz

"Cuemath is great because my son has a one-on-one interaction with the teacher. The instructor has developed his confidence and I can see progress in his work. One-on-one interaction is perfect and a great bonus."

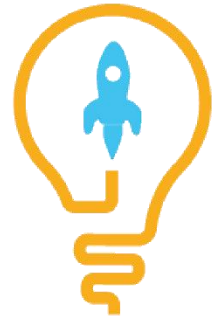
- Kirk Riley

"I appreciate the effort that miss Nitya puts in to help my daughter understand the best methods and to explain why she got a problem incorrect. She is extremely patient and generous with Miranda."

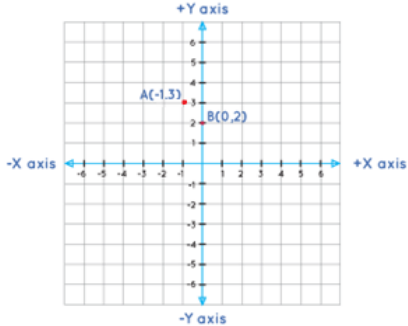
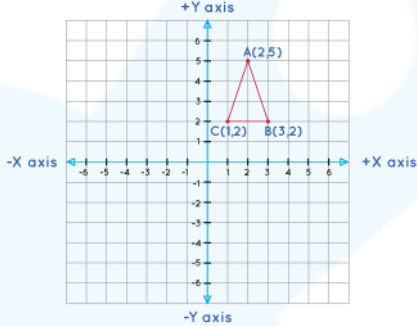
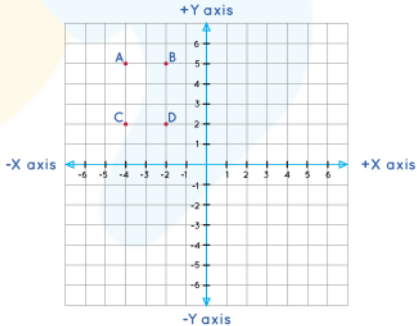
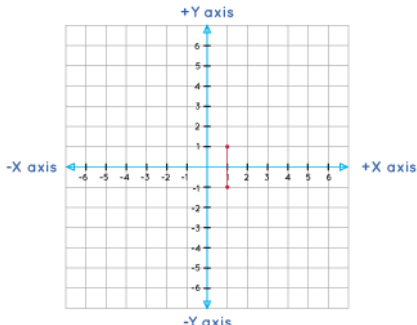
- Barbara Cabrera

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## ANSWERS

1)	
2)	a)
3)	
4)	a) True b) False
5)	A(-4, 5), B(-2, 5), C(-4, 2)
6)	
7)	D(-2, 2)
8)	A(-4, 5), B(2, 5), C(-4, -5), D(2, -5)
9)	
10)	(1, 0)

## FUN FACT

1. The name **Cartesian** comes from the French mathematician and philosopher René Descartes , who worked to merge [algebra](#) and Euclidean geometry.
2. The idea of this system was developed in 1637 in two works by Descartes.
3. **Cartesian coordinate system** is a coordinate system used to place points on a [cartesian plane](#) using two numbers, usually called the *x-coordinate* and the *y-coordinate*.

