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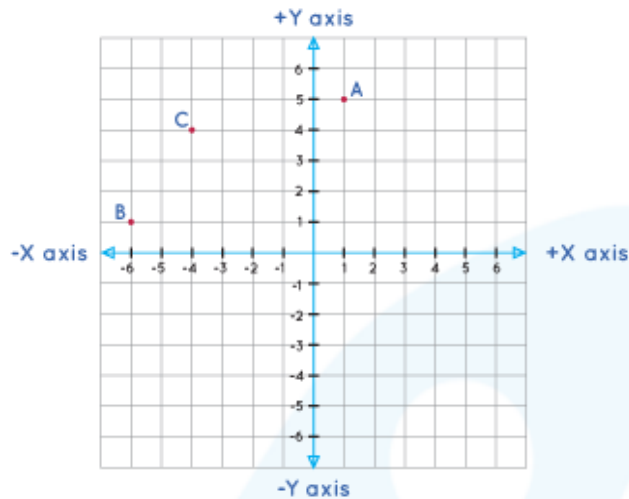
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## PLOTTING COORDINATES WORKSHEETS-III

1) Find out which point is located at which coordinate.

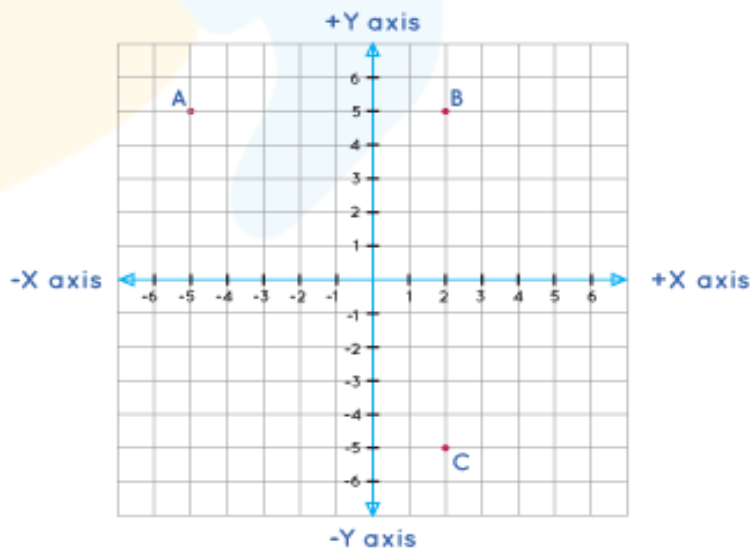


a)  $(-4, 4)$  -     

b)  $(-6, 1)$  -     

c)  $(1, 5)$  -     

Answer Q.2, Q.3, Q.4, Q.5 and Q.6 using the graph given below:

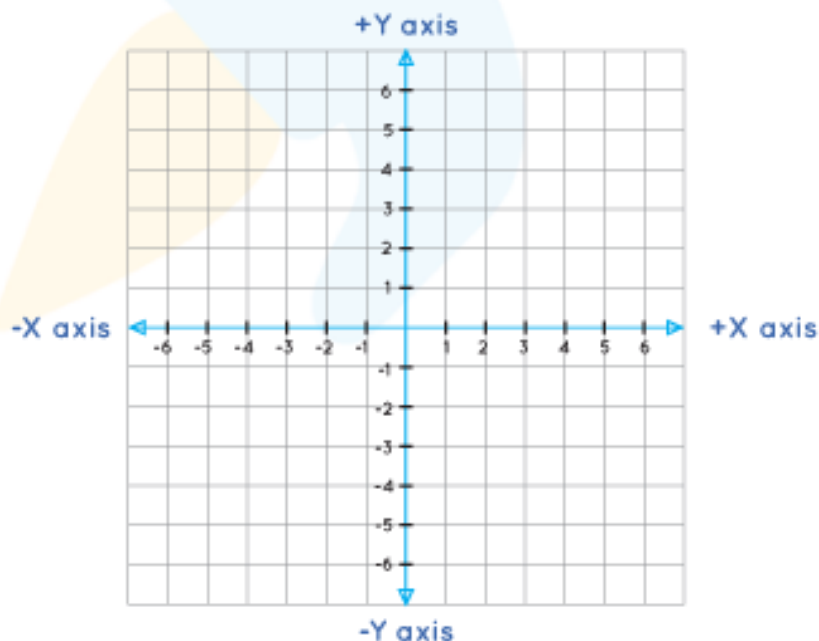


2) Write down the coordinates of A, B and C?

3) Name the quadrants in which points A, B, and C lie?

- 4) What is the figure initially formed by joining the points.
- 5) Plot the fourth point D such that all the 4 points form a rectangle.
- 6) What are the coordinates of point D?
- 7) Write true or false for the given statements in the box given against each.
- a) In the Cartesian plane the horizontal line is called Y-axis.
- b)  $(-5, -7)$  lies in the fourth quadrant.

Use the following graph to answer Q.8 and Q.9.



- 8) Plot a line joining points  $(5, 5)$  and  $(5, -5)$ .
- 9) Find the intersection point of this line with the x-axis.

10) Plot the coordinates given below in the plane:

a)  $(-1, -3)$

b)  $(4, 2)$



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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."

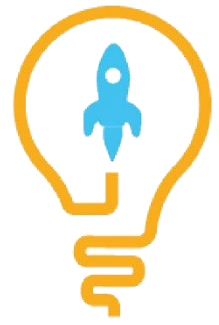
- Kirk Riley

"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."

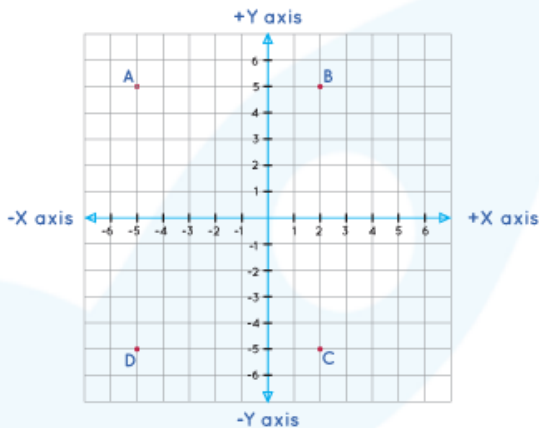
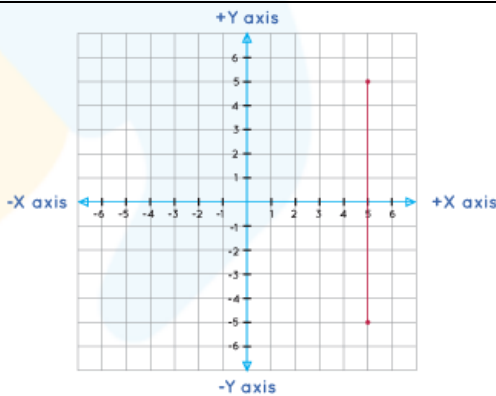
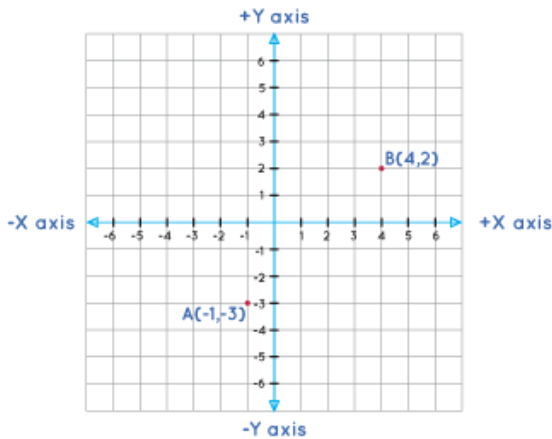
- Barbara Cabrera

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## ANSWERS

1)	a) C, b) B, c) A
2)	A(-5, 5), B(2, 5), C(2, -5)
3)	II, I, IV
4)	Right angled triangle
5)	
6)	D(-5, -5)
7)	False, False
8)	
9)	(5, 0)
10)	

## FUN FACT

1. The idea of this system was developed in 1637 in two works by Descartes.
2. The name **Cartesian** comes from the French mathematician and philosopher René Descartes , who worked to merge [algebra](#) and Euclidean geometry.
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*.

