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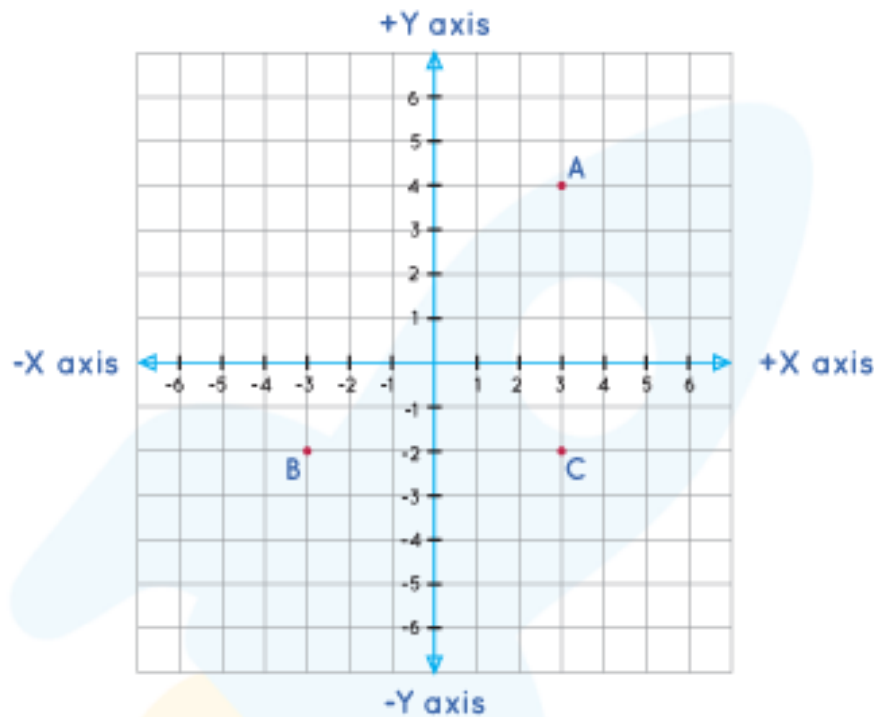
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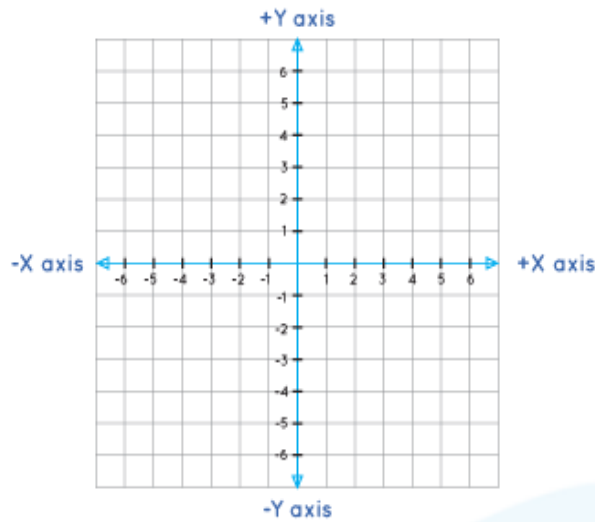
PLOTTING COORDINATES WORKSHEETS-IV

Answer Q.1, Q.2, Q.3, Q.4 and Q.5 using the graph given below:



- 1) Write down the coordinates of A, B and C?
- 2) Name the quadrants in which points A, B, and C lie?
- 3) What is the figure initially formed by joining the points.
- 4) Plot the fourth point D such that all the 4 points form a square.
- 5) What are the coordinates of point D?

Use the following graph to answer Q.6 and Q.7.



6) Plot a line joining points $(2, 0)$ and $(-2, 4)$.

7) Find the intersection point of this line with the y-axis.

8) Plot the coordinates given below in the plane:

a) $(5, -2)$

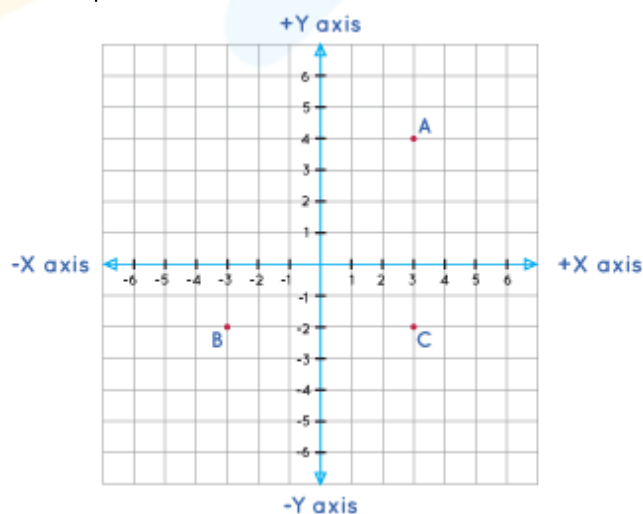
b) $(1, 3)$

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

a) The point $(-x, -y)$ lies in the first quadrant where $x < 0, y > 0$

b) $(2, -7)$ lies in the fourth quadrant.

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



a) $(3, -2)$ - ____

b) $(3, 4)$ - ____

c) $(-3, -2)$ - ____

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"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."

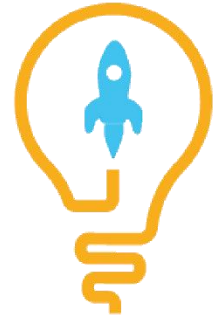
- Kirk Riley

"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."

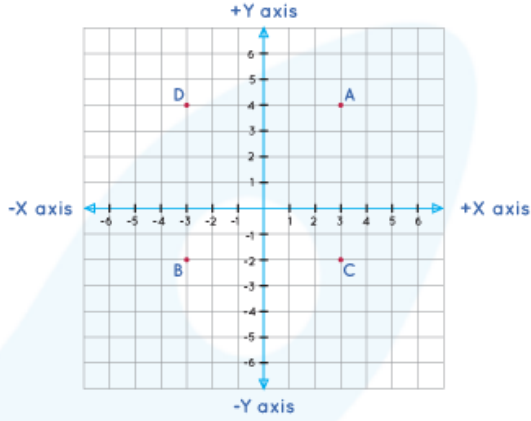
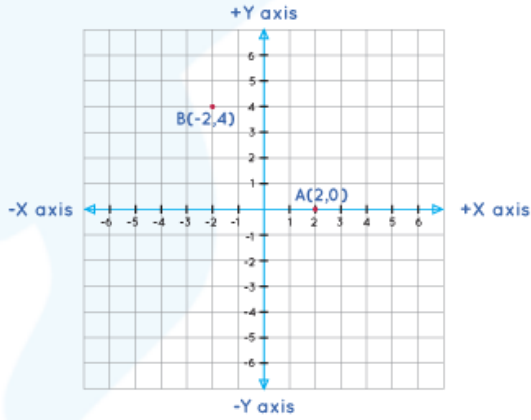
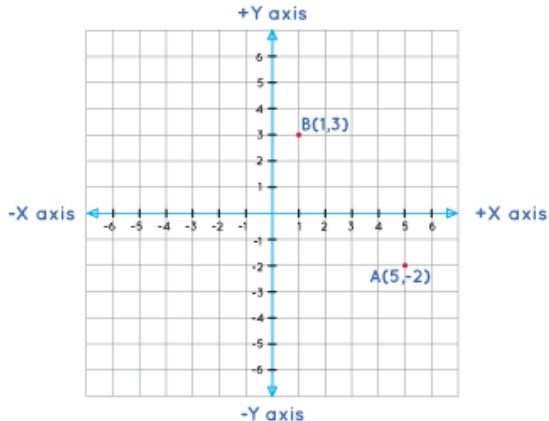
- Barbara Cabrera

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ANSWERS

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

FUN FACT

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

