

Please work quietly on your Do Now.
Thank you!

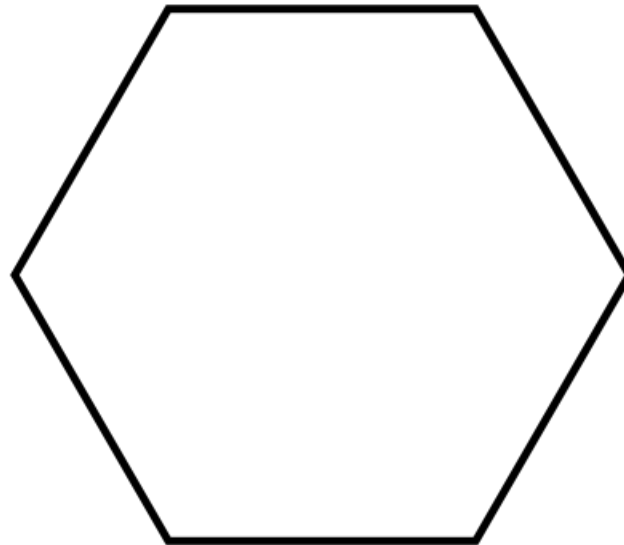


Coordinate Plane

Do-Now:

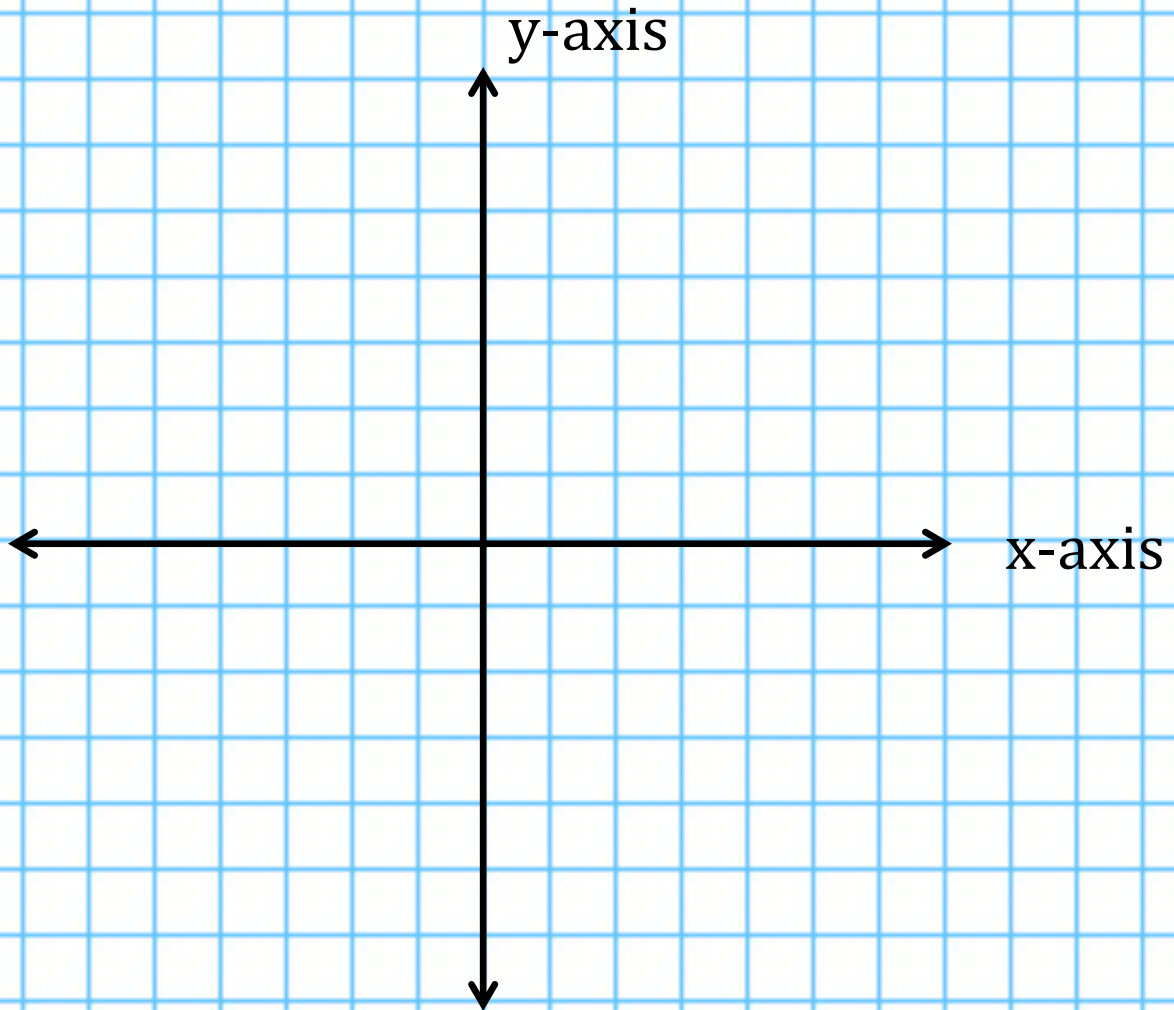
Please place your homework in front of you and work quietly on the Do-Now. Thank you!

Use the green centimeter ruler on your table to take measurements of this hexagon. Determine a method for calculating its area.



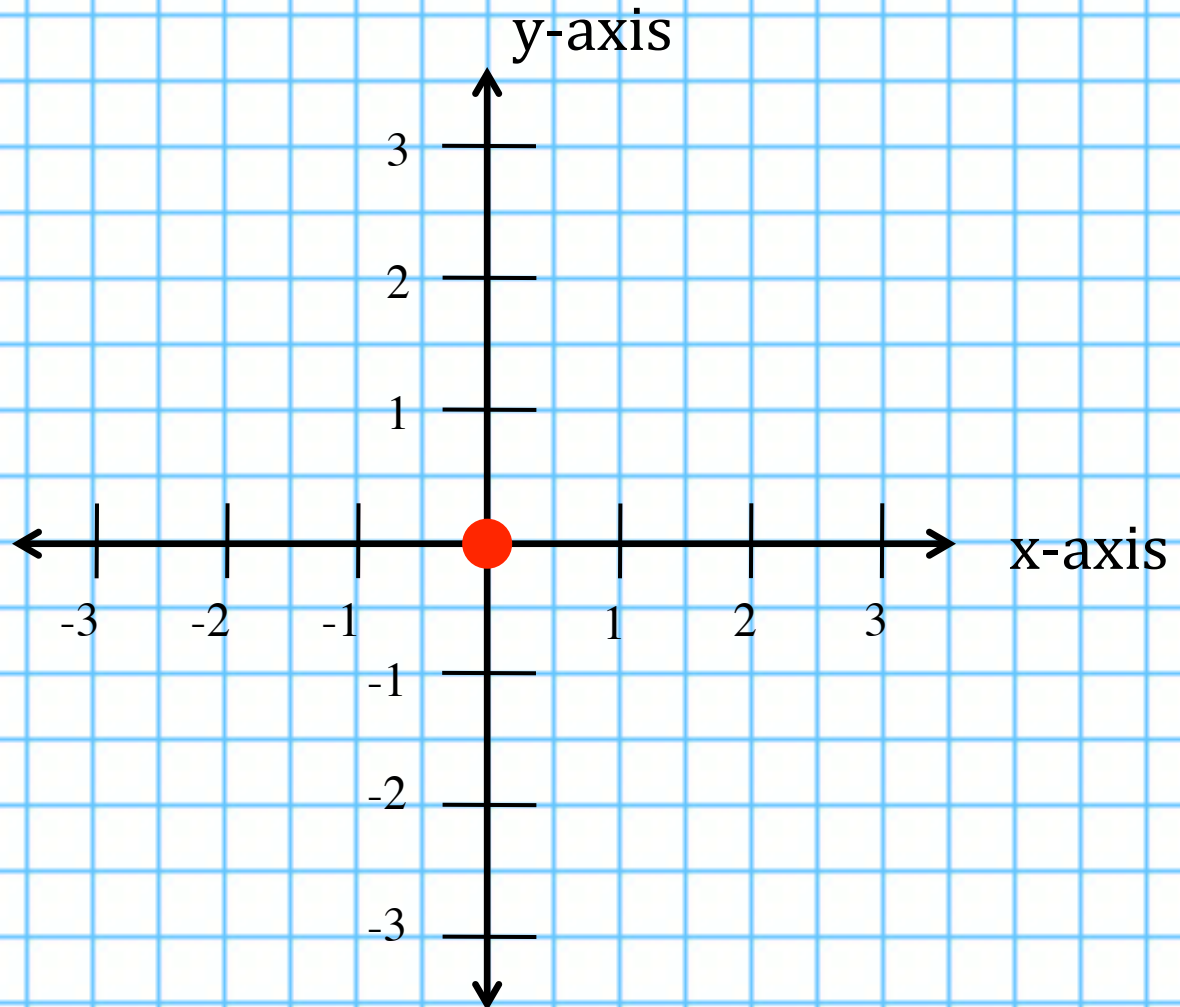
NOTES

The Coordinate Plane: A plane containing x and y axes.



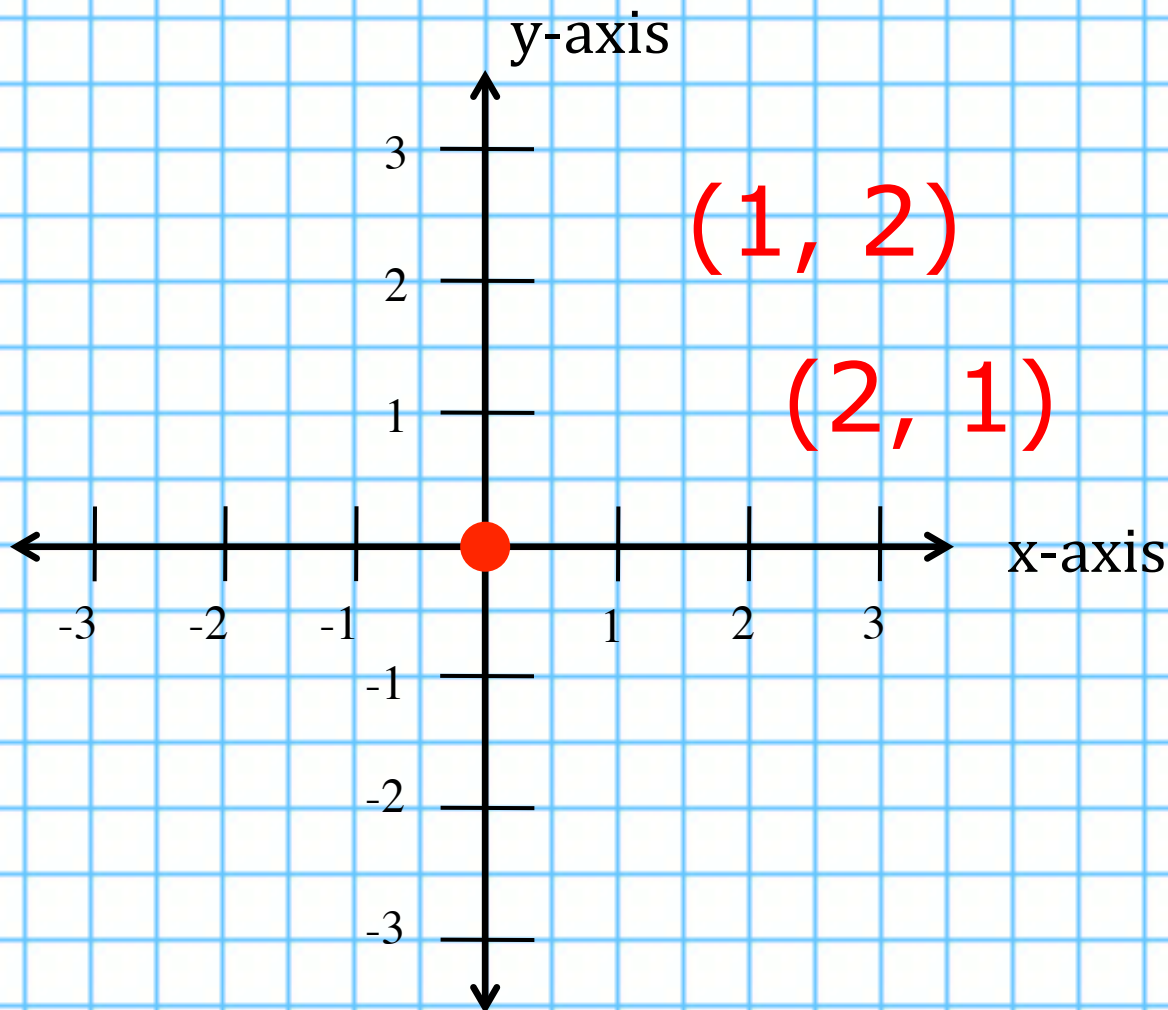
Origin:

The intersection of the x and y axes (0, 0).

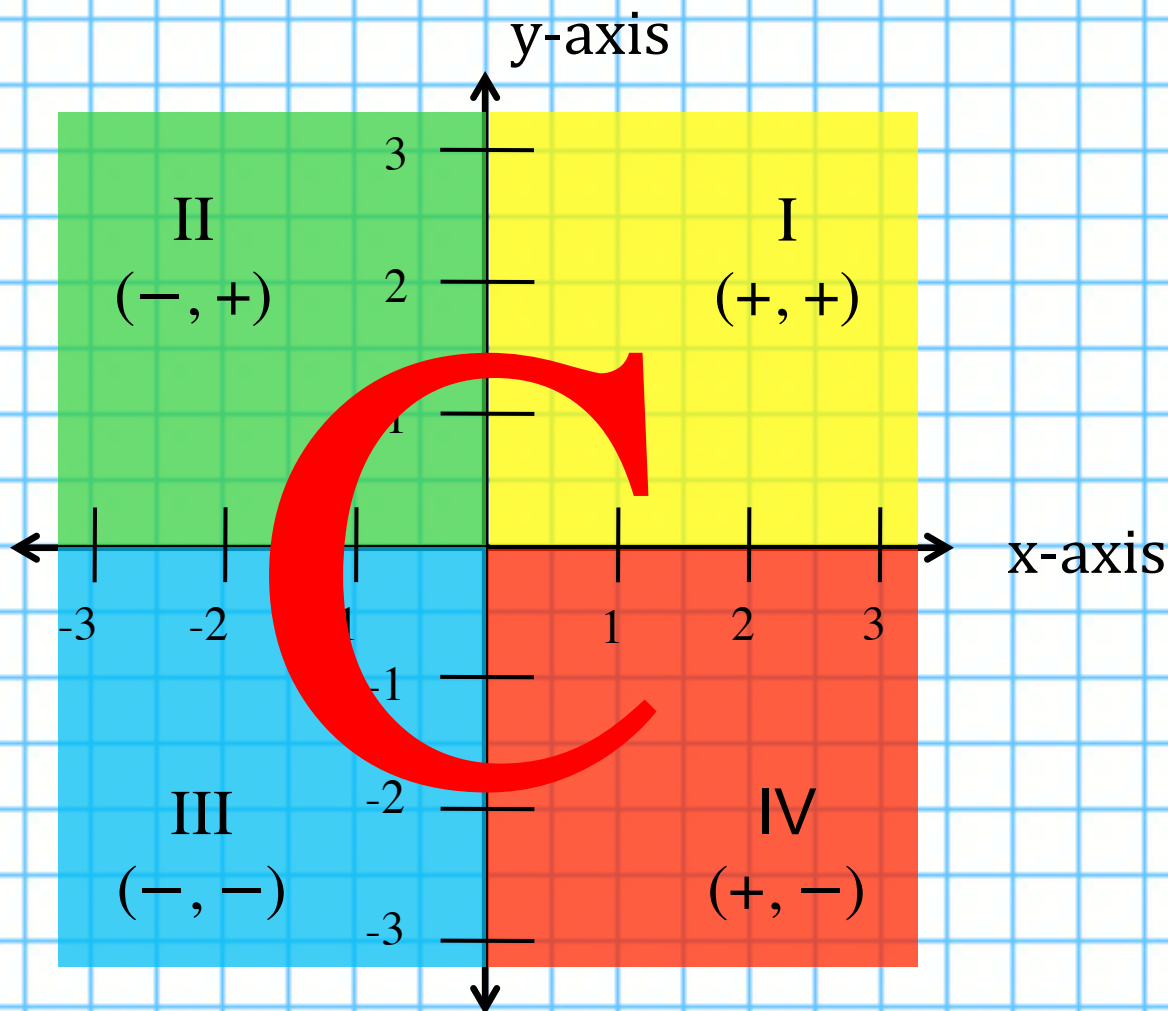


Ordered Pair: Two numbers that tell the x and y coordinates of a point.

Examples: $(1, -2)$ $(-2, 0)$



Quadrants: The four regions created by the intersecting x and y axes.



Story

Directions

Hidden Game Board

Visible Game Board

Let's Play

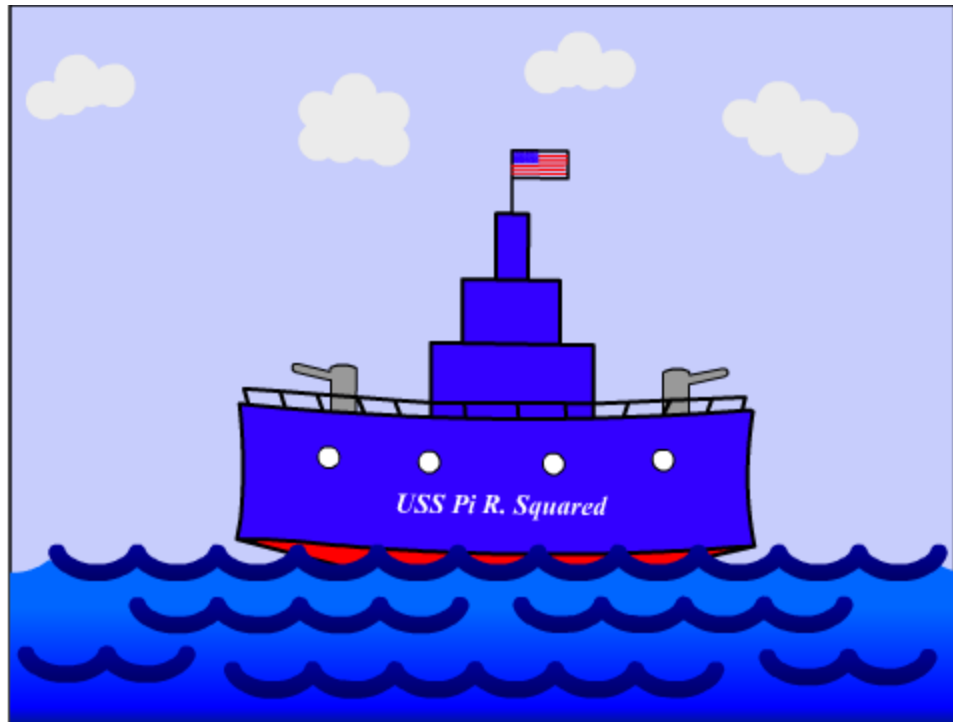
Preparation

Copyright Notice

Credits

BATTLEGRAPH

The Ultimate PowerPoint Game



A Homemade PowerPoint Game

by

Sarah Grabowski

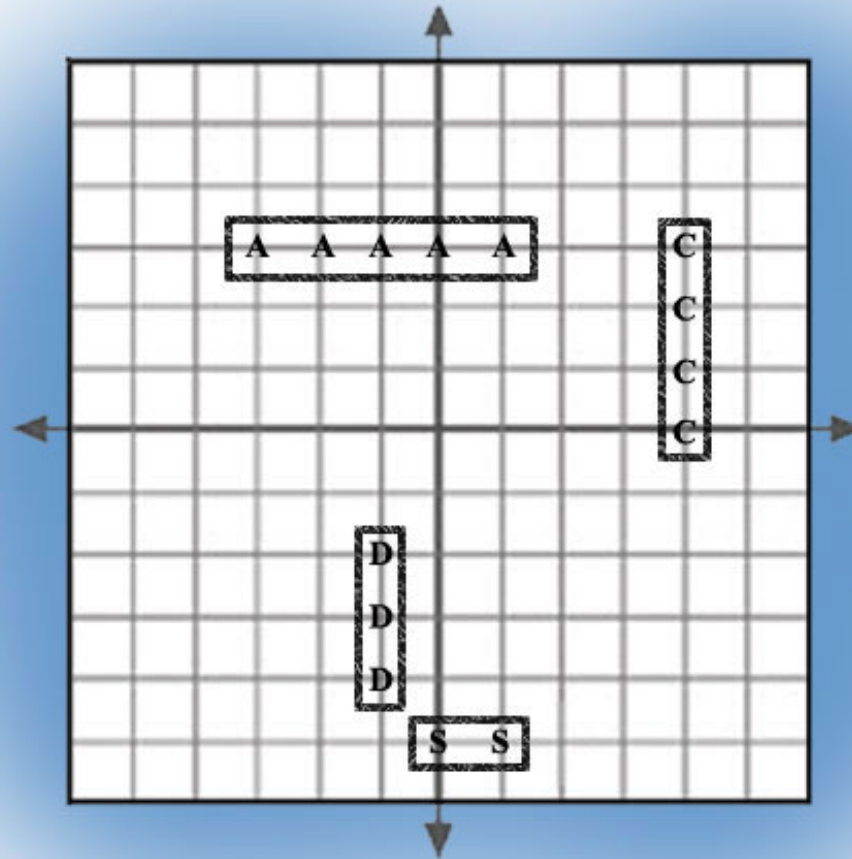
University of Georgia

Modified by: Calvin Colby

Community School of Naples

BattleGraph Example

Mathematical Ocean



[illegible]

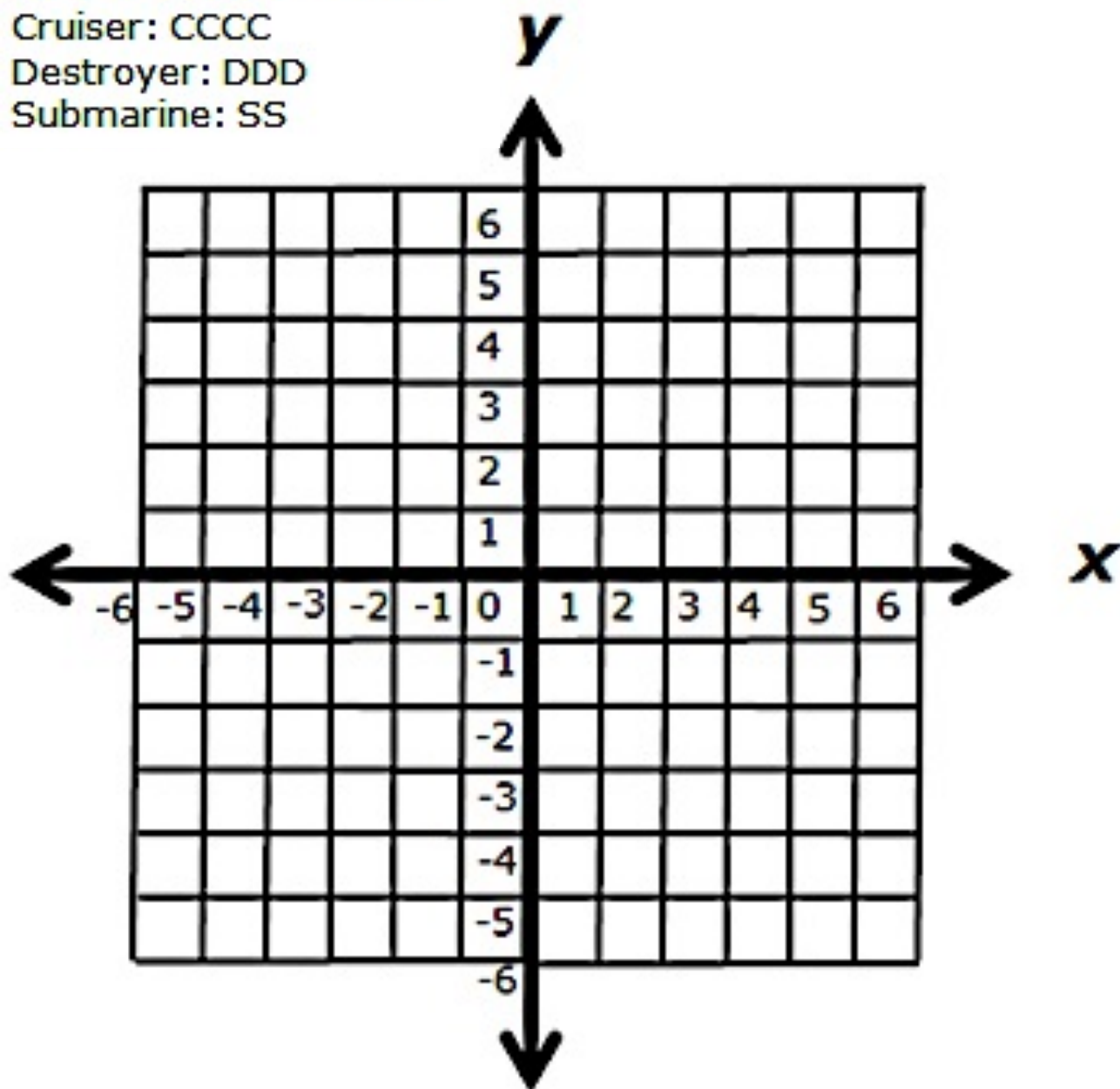
x	y
5	1
4	-5
-4	-2
0	3
1	3
2	3
-1	3
-2	3
-3	3

Aircraft Carrier: AAAAAA

Cruiser: CCCC

Destroyer: DDD

Submarine: SS



Homework

Remove this sheet. Then, plot the ordered pairs below on your coordinate plane. When you reach a new point, draw a line to connect it to the previous point. When you reach a stop point, draw a line to connect it to the previous point. When you reach a stop point, draw a line to connect it to the previous point.

Start

(0, -13)

(0, -10)

(-2, -10)

(-4, -8)

(-8, -8)

(-9, -7)

(-8, -7)

(-8, -2)

(-9, -1)

(-9, 3)

(-8, 4)

(-8, 13)

(-7, 12)

(-6, 13)

(-5, 12)

(-4, 13)

(-3, 12)

(-2, 13)

(-1, 12)

(0, 13)

(1, 12)

(2, 13)

(3, 12)

(4, 13)

(5, 12)

(6, 13)

(7, 12)

(8, 13)

(8, 2)

(7, -9)

(6, -10)

(6, -13)

Stop**Start**

(-2, -2)

(-4, 0)

(-4, 3)

(-3, 5)

(-1, 6)

(1, 6)

(3, 5)

(4, 3)

(3, -1)

(0, -2)

(-1, -2)

Stop**Start**

(-4, -4)

(-5, -5)

(-6, -5)

(-7, -4)

(-7, -3)

(-6, -2)

(-5, -2)

(-4, -1)

(-3, -1)

Stop**Start**

(-4, 4)

(-5, 5)

(-6, 5)

(-8, 4)

Stop