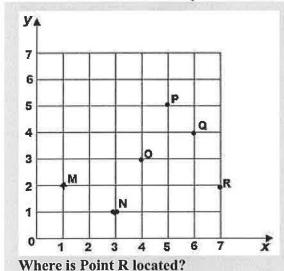


Lesson: Coordinate Geometry



- A) (2, 7)
- B) (7, 2)
- C) (6,4)
- D) (4, 6)

Standard: 5.G.1

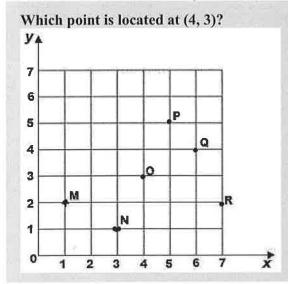
Domain: Geometry

Theme: Graph points on the coordinate plane to solve real-world and mathematical problems

Description: 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 y-coordinate).



Lesson: Coordinate Geometry



- A) Point N
- B) Point P
- C) Point Q
- D) Point O

Standard: 5.G.1 Domain: Geometry

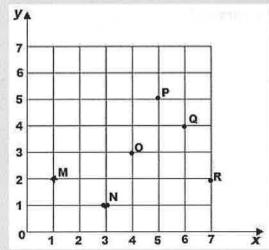
Theme: Graph points on the coordinate plane to solve real-world and mathematical problems Description: Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the

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coordinates correspond (e.g., x-axis and x-coordinate, y-axis and y-coordinate).



Lesson: Coordinate Geometry



Assume points O, P, and Q form three vertices of a parallelogram. Which ordered pair could be the fourth vertex of that parallelogram?

- A) (3, 3)
- B) (4, 4)
- C) (3, 5)
- **D**) (3, 4)

Standard: 5.G.1 Domain: Geometry

Theme: Graph points on the coordinate plane to solve real-world and mathematical problems

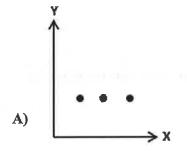
Description: Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand 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 y-coordinate).

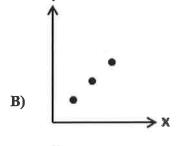


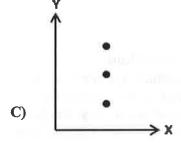
Lesson: Coordinate Geometry

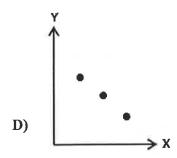
Which of the following graphs represents the values in this table accurately?

X	Y
1	2
2	2
3	2









Standard: 5.G.1
Domain: Geometry

Theme: Graph points on the coordinate plane to solve real-world and mathematical problems

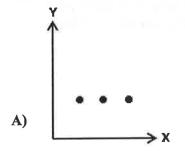
Description: Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand 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 y-coordinate).

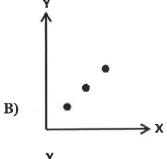


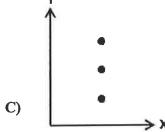
Lesson: Coordinate Geometry

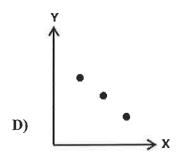
Which of the following graphs represents the values in this table accurately?

X	Y
1	1
2	2
3	3









Standard: 5.G.1

Domain: Geometry

Theme: Graph points on the coordinate plane to solve real-world and mathematical problems Description: 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 y-coordinate).