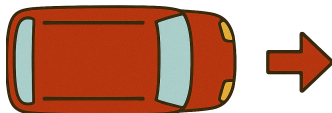


COORDINATE GEOMETRY

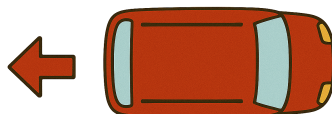
A 4 MOVEMENTS

Definition 4 Movements

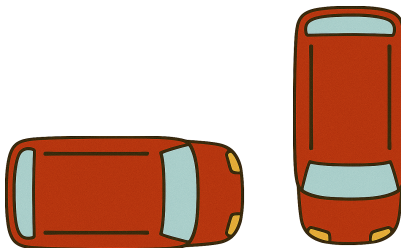
- The car moves **forward**. It goes straight ahead!



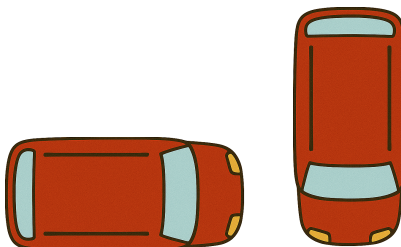
- The car moves **backward**. It goes back!



- The car **turns right**. It changes direction to the right!



- The car **turns left**. It changes direction to the left!



B MAP

Definition Map

A **map** is a picture that shows us a place, like a park or a treasure island. It helps us see where things are, like trees, paths, or a treasure chest!

Ex:



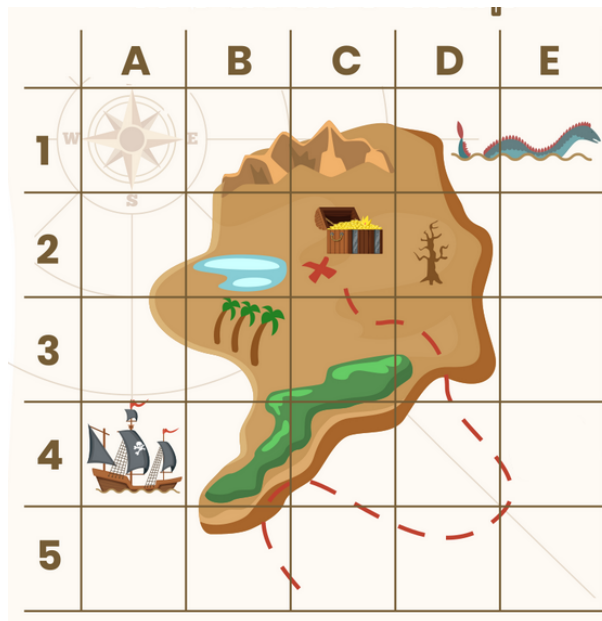
C GRID

Definition Grid

On a map, a **grid** helps us locate things. Each square on the grid has a name.

- The first letter indicates the column and is read on the vertical axis.
- The number indicates the row and is read on the horizontal axis.

Ex:



The treasure is in square C2.