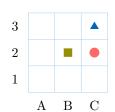
COORDINATE GEOMETRY

A GRID

A.1 FINDING PLACES ON A GRID

Ex 1:

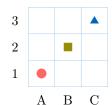


 \Box A \Box 1

The circle is in square \Box B \Box 2.

 \Box C \Box 3

Ex 2:

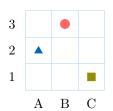


□ A □ 1

The green square is in square \square B \square 2 .

 \Box C \Box 3

Ex 3:

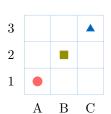


 $\square A \square 1$

The triangle is in square \Box B \Box 2.

 \Box C \Box 3

Ex 4:

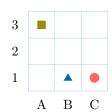


 $\square A \square 1$

The circle is in square $\ \Box$ B $\ \Box$ 2 .

 \Box C \Box 3

Ex 5:



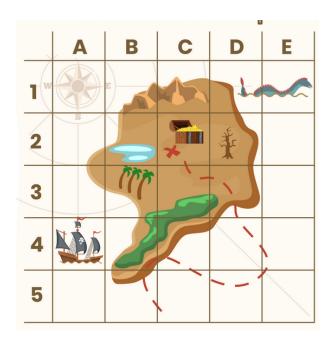
 \Box A \Box 1

The triangle is in square \square B \square 2 .

 \Box C \Box 3

A.2 FINDING ON MAP

Ex 6:



 \Box A \Box 1

 \square B \square 2

• Pirate Ship \Box C \Box 3 .

 \Box D \Box 4

 \Box E \Box 5

 \square A \square 1

 \square B \square 2

 \bullet Palm Trees $\ \square \ C \ \square \ 3$.

 $\square \ D \quad \square \ 4$

 \Box E \Box 5

 \square A \square 1

 \square B \square 2

• Oasis \square C \square 3 .

 \Box D \Box 4

 \square E \square 5

 \Box A \Box 1

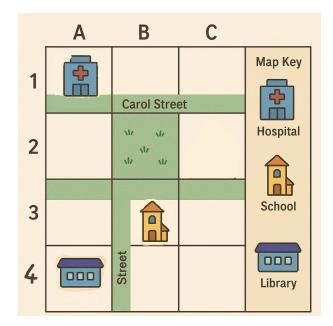
 \square B \square 2

• Treasure \square C \square 3 .

 \square D \square 4

 \Box E \Box 5

Ex 7:



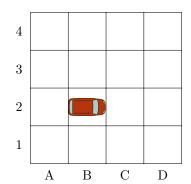
• Hospital \Box B \Box 3 \Box 4

 $\begin{array}{c|c} & \Box \ A & \Box \ 1 \\ \hline \bullet \ School \ \Box \ B & \Box \ 2 \\ \hline \Box \ C & \Box \ 4 \\ \end{array}$

• Library \Box B \Box 3 \Box C \Box 4

A.3 DRIVING AND TURNING: CAR'S FINAL POSITION

Ex 8:



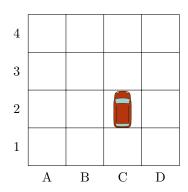
The car starts at B2, facing to the right. Follow the instructions:

- 1. The car turns left.
- 2. The car moves 2 spaces forward.

What is the final position of the car?

 $\begin{array}{ccc}
\square & A & \square & 1 \\
\square & B & \square & 2 \\
\square & C & \square & 3 \\
\square & D & \square & 4
\end{array}$

Ex 9:



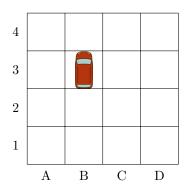
The car starts at C2, facing up. Follow the instructions:

- 1. The car turns right.
- 2. The car moves 1 space forward.

What is the final position of the car?

 $\begin{array}{ccc} \square & A & \square & 1 \\ \square & B & \square & 2 \\ \square & C & \square & 3 \\ \square & D & \square & 4 \end{array}$

Ex 10:



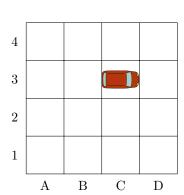
The car starts at B3, facing up. Follow the instructions:

- 1. The car turns right.
- 2. The car moves 1 space back.

What is the final position of the car?

□ A □ 1
□ B □ 2
□ C □ 3
□ D □ 4

Ex 11:



The car starts at C3, facing right. Follow the instructions:

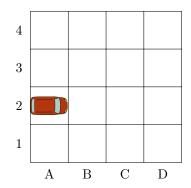
- 1. The car turns left.
- 2. The car moves 2 spaces back.

What is the final position of the car?

□ A□ B□ 2□ C□ 3□ D□ 4

A.4 DRIVING AND TURNING: CAR'S FINAL POSITION

Ex 12:



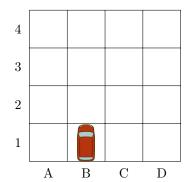
The car starts at A2, facing to the right. Follow the instructions:

- 1. The car moves 2 spaces forward.
- 2. The car turns left.
- 3. The car moves 1 space forward.

What is the final position of the car?

□ A □ 1
□ B □ 2
□ C □ 3
□ D □ 4

Ex 13:



The car starts at B1, facing up. Follow the instructions:

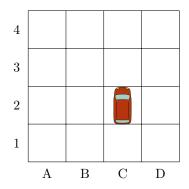
- 1. The car moves 1 space forward.
- 2. The car turns right.

3. The car moves 2 spaces forward.

What is the final position of the car?

□ A □ 1
□ B □ 2
□ C □ 3
□ D □ 4

Ex 14:



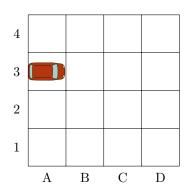
The car starts at C2, facing up. Follow the instructions:

- 1. The car moves 1 space back.
- 2. The car turns left.
- 3. The car moves 2 spaces forward.

What is the final position of the car?

□ A □ 1
□ B □ 2
□ C □ 3
□ D □ 4

Ex 15:



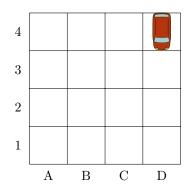
The car starts at A3, facing right. Follow the instructions:

- 1. The car moves 3 spaces forward.
- 2. The car turns right.
- 3. The car moves 2 spaces forward.
- 4. The car turns right.
- 5. The car moves 3 spaces forward.

What is the final position of the car?



Ex 16:



The car starts at D4, facing down. Follow the instructions:

- 1. The car moves 2 spaces forward.
- 2. The car turns left.
- 3. The car moves 1 space back.
- 4. The car turns left.
- 5. The car moves 2 spaces forward.

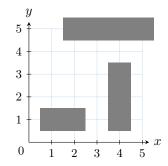
What is the final position of the car?





B.1 TARGETING SHIPS WITH COORDINATES

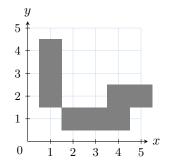
MCQ 17: In Battleship, you guess points on a grid to find ships, shown as gray rectangles. Player 1 guesses the point (2,3). Check the grid below. Is (2,3) on a ship?



□ Hit

 \square Miss

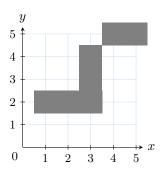
MCQ 18: In Battleship, you guess points on a grid to find ships, shown as gray rectangles. Player 1 guesses the point (4, 2). Check the grid below. Is (4, 2) on a ship?



□ Hit

 \square Miss

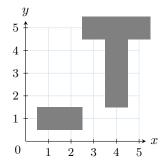
MCQ 19: In Battleship, you guess points on a grid to find ships, shown as gray rectangles. Player 1 guesses the point (3,4). Check the grid below. Is (3,4) on a ship?



□ Hit

 \square Miss

MCQ 20: In Battleship, you guess points on a grid to find ships, shown as gray rectangles. Player 1 guesses the point (2,2). Check the grid below. Is (2,2) on a ship?

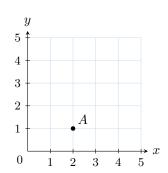


□ Hit

 \square Miss

B.2 FINDING THE COORDINATES OF A POINT

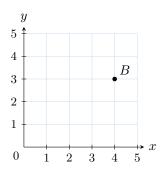
Ex 21:



Find the coordinates of the point:



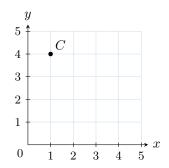
Ex 22:



Find the coordinates of the point:



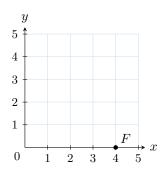
Ex 23:



Find the coordinates of the point:



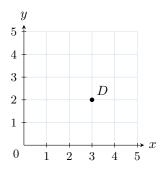
Ex 24:



Find the coordinates of the point:



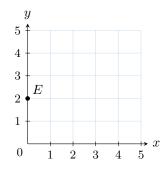
Ex 25:



Find the coordinates of the point:



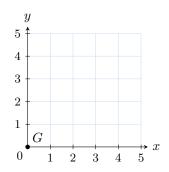
Ex 26:



Find the coordinates of the point:



Ex 27:



Find the coordinates of the point:

