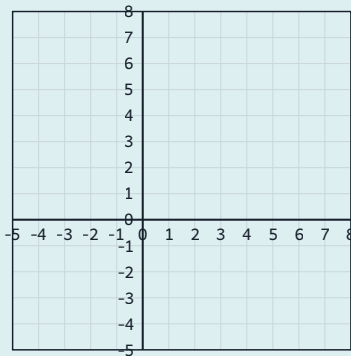


KITE FOR A BOARD-GAME BOARD

- 1 List the kite vertices in order: (3, 1), (5, 4), (3, 6), (1, 4).
- 2 Plot every point first: go across then up for each pair and mark all four before any lines.
- 3 Join them in the given order: (3, 1) to (5, 4) to (3, 6) to (1, 4).
- 4 Join the last point back to the first to close the kite outline.

WARM-UP

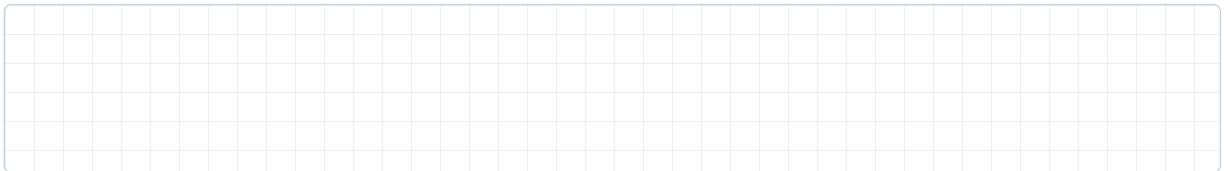
On the grid plot and join each set of game points in order, closing back to the start.



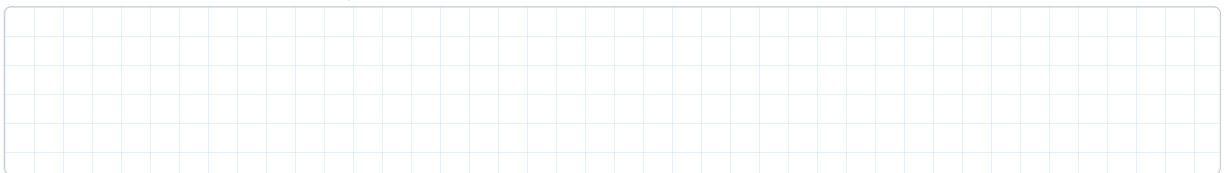
1. Plot (2, 2), (6, 2), (6, 5), (2, 5) and join in order to draw the chest
2. Plot (4, 0), (6, 3), (4, 5), (2, 3) and join in order to draw the kite
3. Plot (1, 0), (5, 0), (5, 4), (1, 4) and join in order to draw the hopscotch square

PRACTICE

- 1 In a treasure-map board game the four corners of the prize chest sit at (1, 1), (4, 1), (4, 3) and (1, 3). Plot each vertex first then join them to see the chest shape.



- 2 Two players in a dot-to-dot race both use (0, 0), (3, 0), (0, 3), (3, 3). One joins them in the listed order. Plot and join to check if the lines cross.

**? ALWAYS, SOMETIMES, NEVER**

Always, sometimes or never true? Write A, S or N.

- | | |
|---|---|
| a. The order of the points in the list is the order you join them in. <input type="text"/> | c. The last join links the final point back to the first to close the shape. <input type="text"/> |
| b. Joining the points in the listed order produces a simple outline with no crossed lines. <input type="text"/> | d. A list of four co-ordinate pairs draws a rectangle. <input type="text"/> |