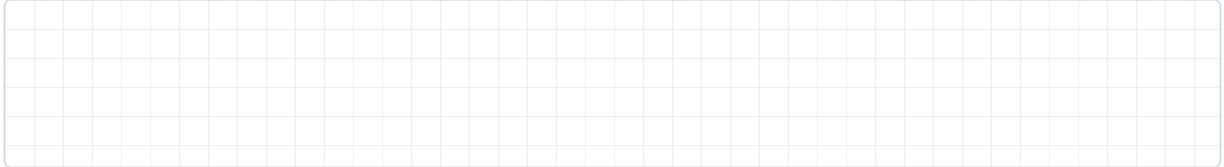


HOW TO PLOT A POINT

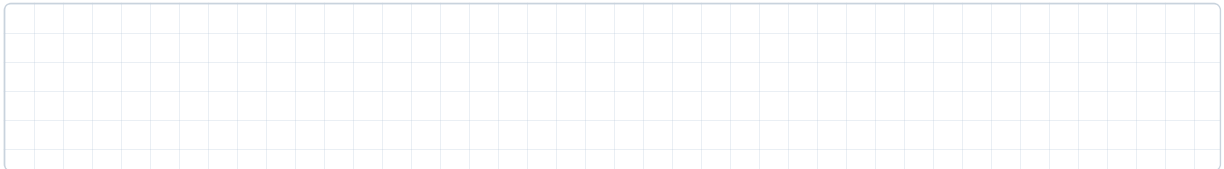
- 1 Start at the origin (0, 0).
- 2 Move **along** the x-axis by the first number in the pair.
- 3 Then move **up** the y-axis by the second number in the pair.
- 4 Mark the point and label it with the coordinates.

PRACTICE

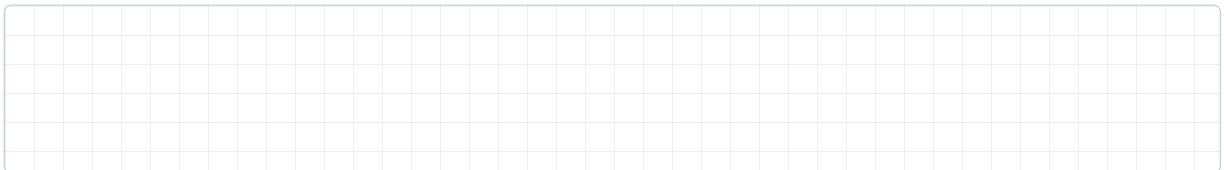
- 1 Mark the location of Kilkenny Castle at (2 , 8) on the map of County Kilkenny.



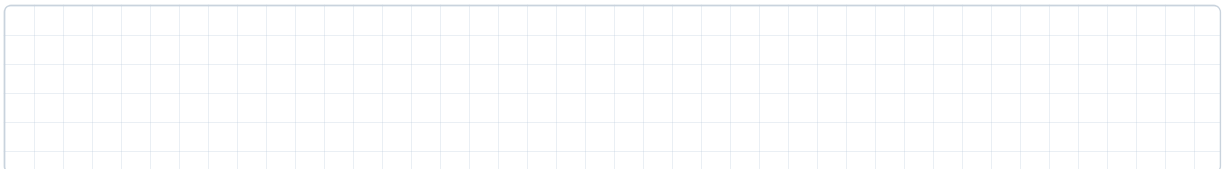
- 2 Show where the River Suir starts at (1 , 2) on the map of County Tipperary.



- 3 Find the position of Clew Bay at (8 , 1) on the map of County Mayo.

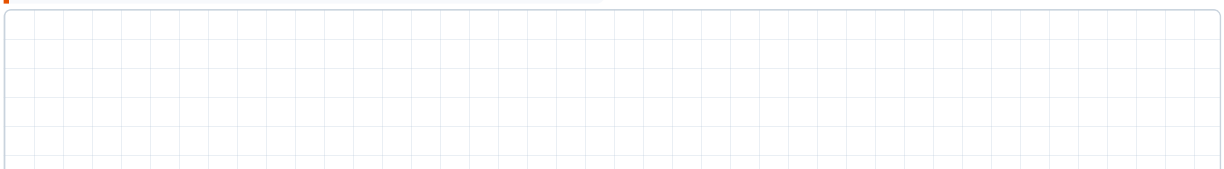


- 4 Draw a triangle to mark the borders between Counties Dublin, Limerick and Galway using points (3 , 4), (5 , 0) and (0 , 6).



- 5 Finish marking the square for the four corners of County Wicklow with points (3 , 4), (7 , 7) and two more.

Plot the points (3, 4), (7, 7) and complete the square.



? ALWAYS, SOMETIMES, NEVER

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

- | | |
|--|--|
| a. The point (3, 4) is the same as (4, 3). ☐ | c. A point with 0 as the first number lies on the y-axis. ☐ |
| b. You move along before you move up when plotting a point. ☐ | d. A point plotted on a first-quadrant grid has two positive coordinates. ☐ |