

Lesson 2 – WB 13/07

LO: To plot specified points and draw sides to complete a given polygon

Starter:

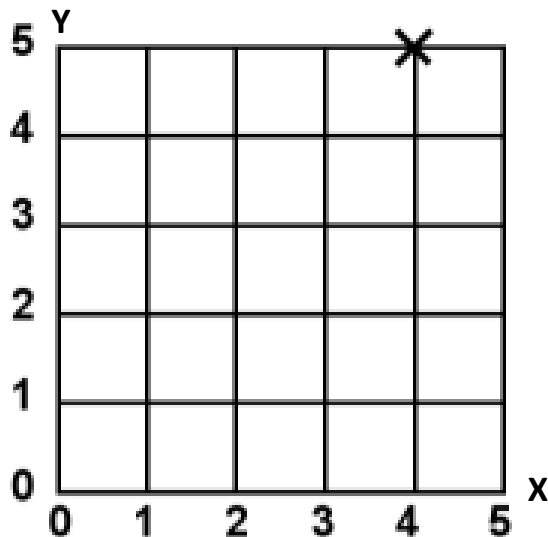
Number of the day: 1,296

- 1) Find 100 more
- 2) Find 1000 less
- 3) Write the value of each digit
- 4) Divide by 10
- 5) Round to the nearest 100
- 6) Reverse the digits to make another number than add them together
- 7) How many more to make 10,000?
- 8) Reverse the digits to make another number then find the difference between them
- 9) Find 0.1 less
- 10) Round to the nearest 10

Task 1: Today we are going to building on the learning from yesterday and plot points onto a quadrant. We are then going to plot coordinates for complete a polygon. A polygon is any 2D shape with three or more straight sides. Can you name any? How many can you name? Can you think of any 2D shapes that are not polygons?

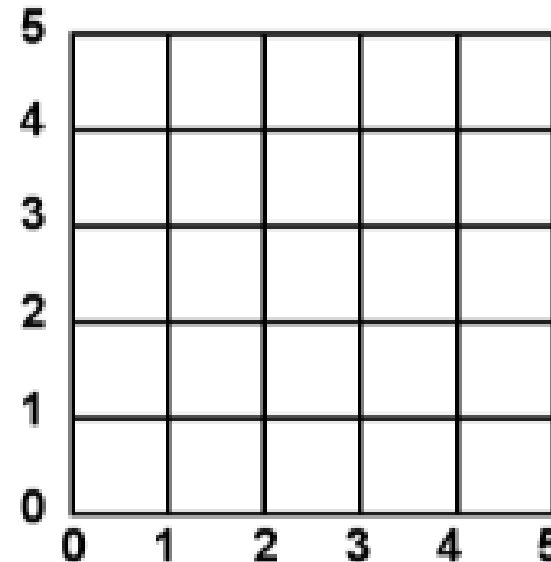
Remember from the lesson yesterday that when we read and plot coordinates we need to read along the x-axis then up the y-axis.

Remember when you plot a coordinate you put a cross exactly where the two lines meet. The cross does not go inside the boxes but exactly on the line.



Have a go at plotting the following coordinates – the first one has been done for you.

(4,5) (5,3) (2,2) (1,4) (1,5)
(1,0) (4,0) (4,4) (0,2) (0,0)



This time join up each point after you have finished a set with a straight line using a ruler.

First the **house**:

(0,0) (5,0) (5,3) (4,4) (1,4) (0,3) (0,0)

Then the **door**:

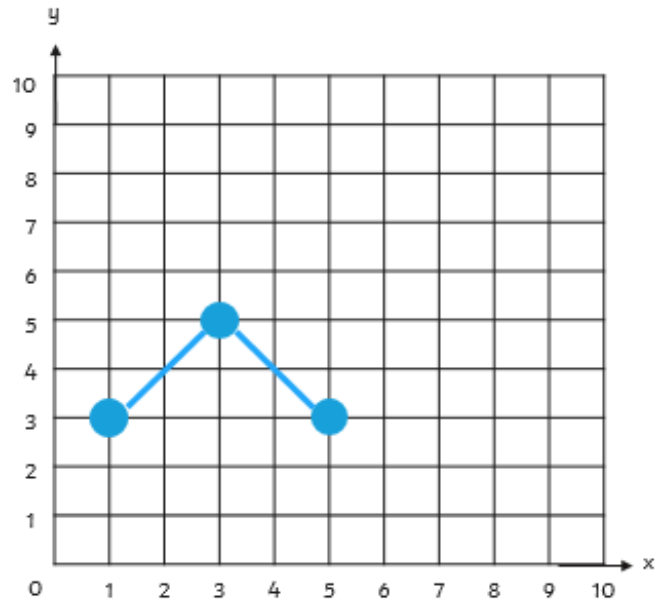
(2,0) (2,1) (3,1) (3,0)

Then the **two windows**:

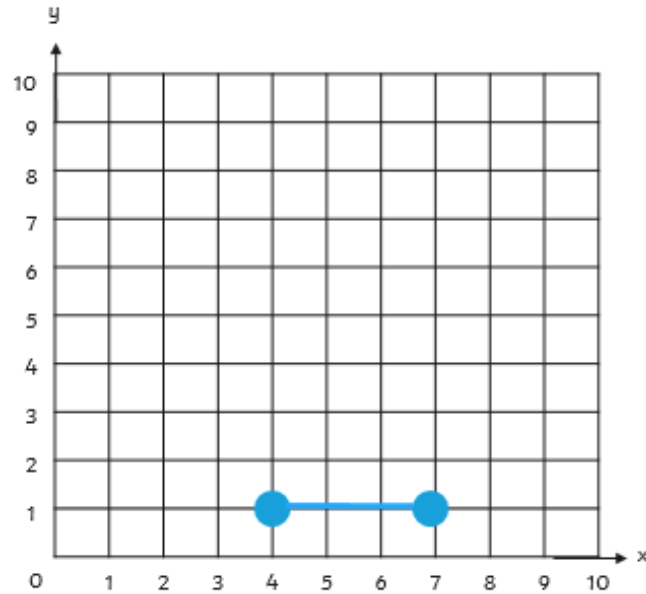
(1,2) (2,2) (2,3) (1,3) (1,2)

and (3,2) (4,2) (4,3) (3,3) (3,2)

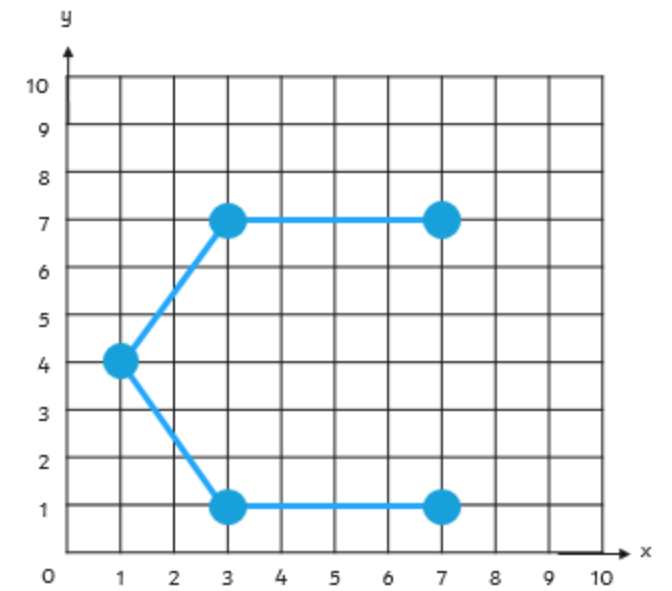
Task 2: Give the coordinates to complete the polygons. With a ruler join all the coordinates to complete the shape.



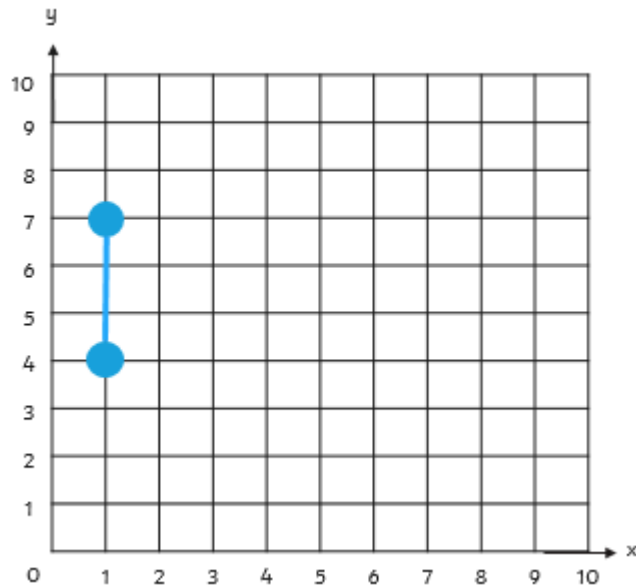
1) Where would you plot the final point in order to make a square?



2) Where would you plot the final point in order to make a right-angled triangle?



3) Where would you plot the final point in order to make a hexagon?



4) List the coordinates to complete the octagon.