

**Notes: Coordinates in Scratch**

Name: \_\_\_\_\_

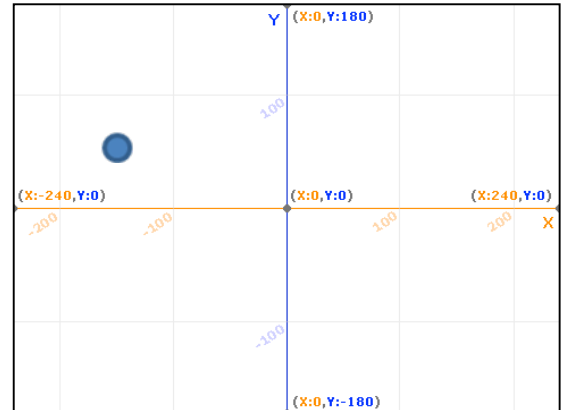
*The Stage is a Coordinate Plane*

The x axis goes \_\_\_\_\_.

The y axis goes \_\_\_\_\_.

Every \_\_\_\_\_ on the stage has a position on the x axis and a position on the y axis. We write that position in \_\_\_\_\_ and put the x position \_\_\_\_\_.

Example: ( \_\_\_\_\_, \_\_\_\_\_ )



*Shapes on the Coordinate Plane*

A \_\_\_\_\_ on the coordinate plane can be drawn by finding the coordinates of its \_\_\_\_\_.

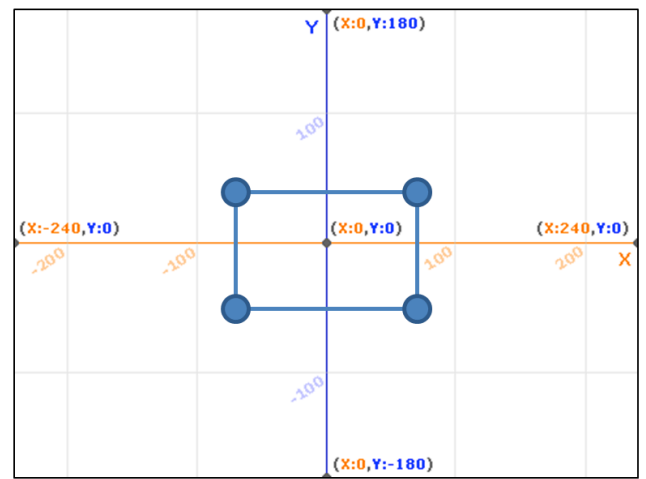
Example:

First point: ( \_\_\_\_\_, \_\_\_\_\_ )

Second point: ( \_\_\_\_\_, \_\_\_\_\_ )

Third point: ( \_\_\_\_\_, \_\_\_\_\_ )

Fourth point: ( \_\_\_\_\_, \_\_\_\_\_ )



What would the script look like?

```
pen up
go to x: [ ] y: [ ]
pen down
go to x: [ ] y: [ ]
go to x: [ ] y: [ ]
go to x: [ ] y: [ ]
go to x: [ ] y: [ ]
```