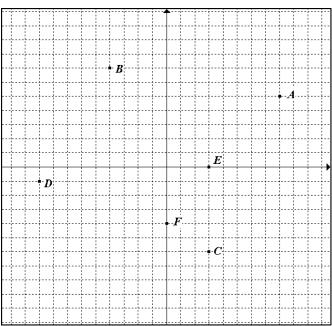
In 1637, the famous mathematician René Descartes devised a method identifying a point's position on a flat surface. He thought of using two intersecting numbered lines known as the *x* and *y* **axes** (pronounced "ax*ee*s" – this is the plural of "axis") in order to plot points. The location of each point could then be identified by a pair of numbers know as the point's **coordinates**.

This **Cartesian plane**, and its invention changed mathematics forever. In analytic geometry we can represent points, lines, circles and other curves using Descartes' system.





| 1. | There are two axes, the |
|----|--|
| | the Place the name of the axis at its positive end. |
| 2. | Label each axis with a scale numbered at each fourth square. |
| 3. | The Cartesian plane is divided into regions called Number them in a counter-clockwise direction starting at the top right with Q1, Q2, etc. |
| 4. | Points are written with the co-ordinate first, and the coordinate second inside brackets. This is called an ordered pair . Label ordered pairs onto the points A to F. |
| 5. | The origin is the point where the axes intersect. The coordinates of the origin are |
| 6. | State where the points have: a) x coordinate 0 |
| | b) y coordinate 0 |
| | c) x coordinate negative |
| | d) y coordinate negative |
| | e) <i>x</i> coordinate negative and <i>y</i> coordinate positive |
| | f) x coordinate –4 |
| | |

g) y coordinate 3