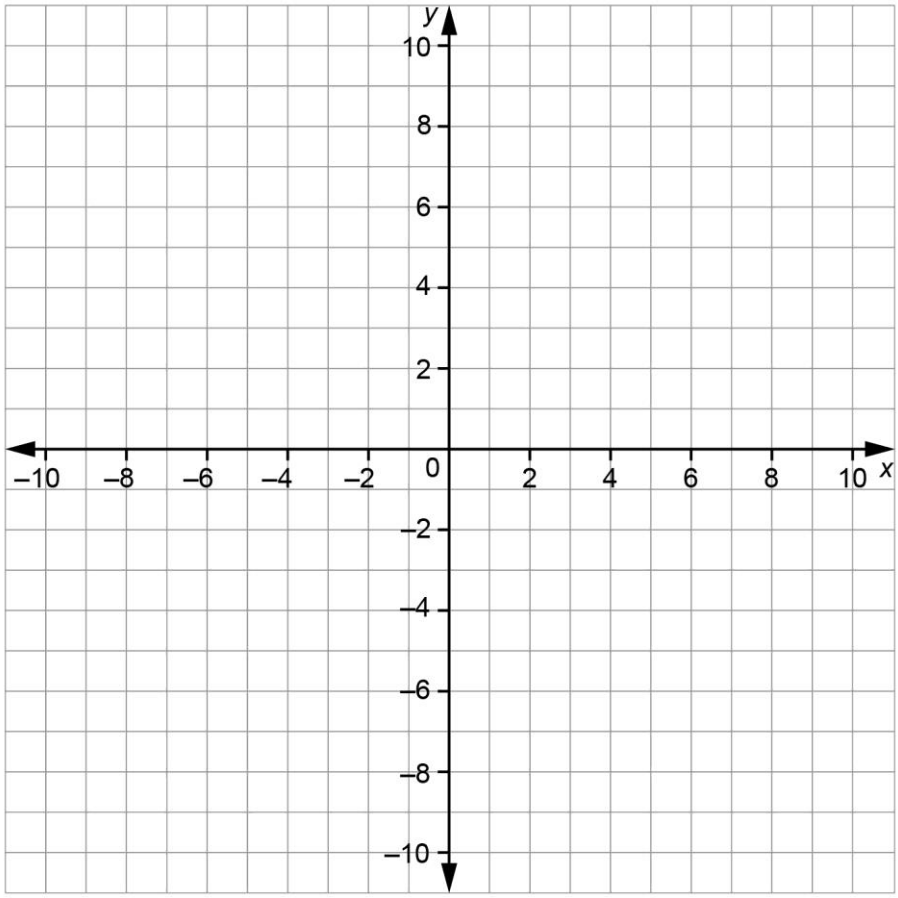
Name_____ Date_____

Geometry
Unit 1 Line Master 4a

Fill the Cartesian Plane

- On the grid, draw and shade a rectangle made of two grid squares. Label the vertices of the rectangle ABCD. Record the coordinates of the vertices in the table.
- Take turns. Roll two number cubes. Use the numbers on the cubes to translate rectangle ABCD. You decide the directions of the translation. Translate and shade the image rectangle.
- Record coordinates for each vertex of the image in the table using prime notation.
- Continue until rectangle ABCD can no longer be translated to unshaded squares. The person who makes the final translation wins.



Name_____ Date_____

Geometry
Unit 1 Line Master 4b

Fill the Cartesian Plane (cont'd)

Coordinates of the vertices of rectangle ABCD	Translations		Coordinates of the vertices of image rectangle A'B'C'D'
	Horizontal Left/right	Vertical Up/down	

Name_____ Date_____

Geometry
Unit 1 Line Master 4c

Fill the Cartesian Plane (cont'd)

Coordinates of the vertices of rectangle ABCD	Translations		Coordinates of the vertices of image rectangle A'B'C'D'
	Horizontal Left/right	Vertical Up/down	

Name_____ Date_____

Geometry
Unit 1 Line Master 4d

Fill the Cartesian Plane (cont'd)

Coordinates of the vertices of rectangle ABCD	Translations		Coordinates of the vertices of image rectangle A'B'C'D'
	Horizontal Left/right	Vertical Up/down	