## 5.1 - Introduction to the Cartesian Plane

Class Notes - Solve the following equations.

| Set 1 <br> $1=x+3$ | $2=x+3$ | $3=x+3$ | $4=x+3$ |
| :--- | :--- | :--- | :--- |
| Set 2 <br> $5=x+3$ | $6=x+3$ | $7=x+3$ |  |


|  |  |  |
| :--- | :--- | :--- |
|  | $1=x+3$, $x=-2$ <br> $2=x+3$, $x=-1$ <br> $3=x+3$, $x=0$ <br> $4=x+3$, $x=1$ <br> $5=x+3$, $x=2$ <br> $6=x+3$, $x=3$ <br> $7=x+3$, $x=4$ <br> $8=x+3$, $x=5$ | - We can use an equation containing <br> two variables (we usually use $x$ and $y$ ) <br> to efficiently represent all possible <br> variations of an equation. |
|  | We can visually represent all <br> possible $x$-values and the <br> corresponding $y$-values. In order to <br> do so, we must use the Cartesian |  |
| Plane. |  |  |

## The Cartesian Plane

The Cartesian Plane, or the coordinate plane, is a two-dimensional method of assigning a point to two corresponding values. The plane consists of two axes. Typically the axes are labeled $x$ and $y$. Points are organized inside of parenthesis by stating the $x$ coordinate first, then the $y$-coordinate separated by a comma.

Points can be randomly picked (see Class Activity \#1) or can be determined by using an equation (see Class Activity \#2).


## Class Activity \#1

Plot each set of random points in the Cartesian Plane.


Class Activity \#2 - Use the work completed in Set 1 and Set 2 to fill in the table below.
Then use the table to plot points that represent solutions for the equation $y=x+3$.


In this activity we used the equation $y=x+3$ to determine points to plot.
What shape do these points form?

Class Notes - Use each graph to state three coordinates that are solutions for the equation that it represents. Also, state three coordinates that are not solutions for the equation.


Solutions

Not Solutions


## Solutions

Not Solutions

State three points that are solutions of the equation represent by the graph.


State three points that are not solutions of the equation represent by the graph.


