



Polygons in Coordinate Plane

Today's Standard

6.G.A3 - Draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first coordinate or the same second coordinate. Apply these techniques in the context of solving real-world and mathematical problems.

Cues	Notes
Coordinate Plane	The coordinate plane is a two-dimensional surface where each point is defined by a pair of numbers.
Plotting Points	
Polygons	Plotting points involves placing a point on the coordinate plane at the intersection of the x and y values.
Finding Lengths	Polygons are shapes with multiple sides that can be drawn by connecting points on the coordinate plane.
Real-World Applications	To find the length of a side, use the coordinates of the endpoints and count the units between them if they share the same x or y coordinate. These skills can be used in real-world scenarios like designing layouts and solving navigation problems.

Summary

Understanding how to draw polygons and find side lengths on the coordinate plane helps solve real-world and mathematical problems. Mastery of these skills prepares students for more advanced geometry.