

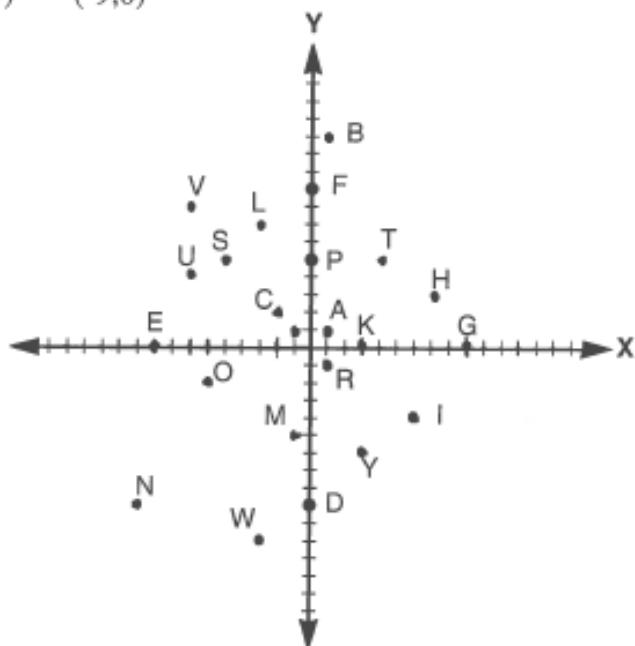
Activity 15: Write Your Own Riddle (Fill-in all the blanks!)

Directions: Use the following coordinate system to match each ordered pair with the letter graphed on that point. On the lines below, write the letter above each ordered pair to write a riddle question as well as to answer it.

| Riddle Question | | | | | | | | | |
|-----------------|--------|--------|--------|---------|--------|--------|---------|----------|--------|
| W | | | | | | | | | |
| (-3,-11) | (7,3) | (3,-6) | | (0,-9) | (6,-4) | (0,-9) | | | |
| | | | | | | | | | |
| (4,5) | (7,3) | (-9,0) | | (-5,5) | (-7,4) | (1,-1) | (0,9) | (-9,0) | (1,-1) |
| | | | | | | | | | |
| (0,-9) | (-7,4) | (0,-9) | (-9,0) | | (-2,2) | (1,-1) | (-6,-2) | (-5,5) | (-5,5) |
| | | | | | | | | | |
| (4,5) | (7,3) | (-9,0) | | (-6,-2) | (-2,2) | (-9,0) | (1,1) | (-10,-9) | ? |

Answer:

| | | | | | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> |
| (4,5) | (-6,-2) | | (9,0) | (-9,0) | (4,5) | | (4,5) | (-6,-2) |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | | <input type="text"/> |
| (4,5) | (7,3) | (-9,0) | | (-6,-2) | (4,5) | (7,3) | (-9,0) | (1,-1) |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | | <input type="text"/> |
| (4,5) | (6,-4) | (0,-9) | (-9,0) | | | | | |



□ Graphing on the Cartesian Coordinate System

The Cartesian Coordinate System consists of two number lines, one running horizontally, called the *x-axis*, and one running vertically, called the *y-axis*. These two number lines intersect at a common point called the origin, which is located at $(0, 0)$. To locate other points, ordered pairs are used, which are sets of two numbers, each containing the *x* value and the *y* value. Below, is an example of graphed numbers.

Hint: When graphing the numbers, remember that the first number is always the *x* value (so move horizontally first) and the second value is the *y* value (so move up or down for the second step).

