

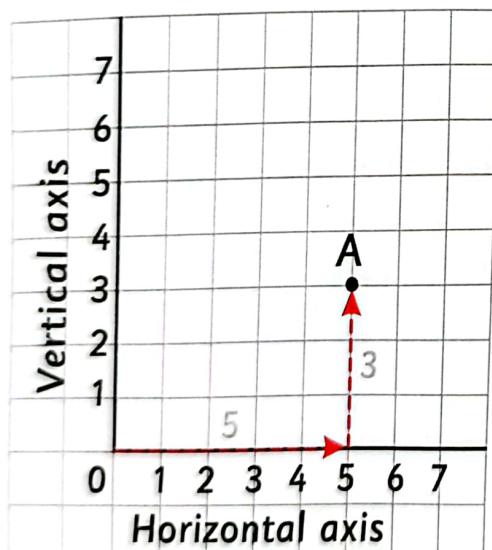
* 3.1. Coordinates

Remember

René Descartes was a French mathematician who lived from 1596 to 1650. He developed the **coordinate grid system**, shown below.

In his honour, it is called the **Cartesian plane**.

- Two perpendicular number lines intersect at 0.
- The point of intersection, 0, is called the origin.
- To describe the position of a point on a coordinate grid, we use two numbers to locate a point in relation to the origin, 0.



The first number tells how far you move right. The second number tells how far you move up.

We move right along the horizontal axis. We use the vertical axis to count the units up.

From 0, to reach point A, we move 5 units right and 3 units up.

We write these numbers in brackets: (5, 3)

These numbers are called coordinates.

Because the coordinates are always written in the same order, the numbers are also called an ordered pair.

We say: A has coordinates (5, 3).

We write: A (5, 3)