

* 3.1. Coordinates

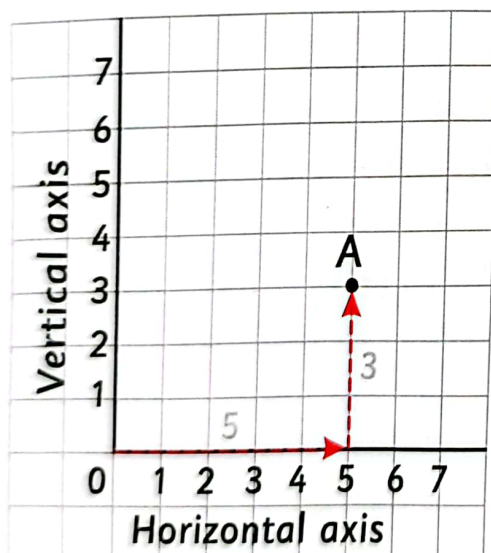
Remember

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)**