

DRAW YOUR OWN BEDROOM!

- 1) You have two pieces of graph paper. Mark each of them with the Cartesian Coordinate system. Label the x-axis, y-axis, and the origin. Number each axis. Put one piece of graph paper aside.
- 2) On one of your pieces of graph paper, draw a map of your bedroom. Decide where the best place for the origin would be and put the most important items in your room on the grid (you must use all 4 quadrants).
- 3) On a separate sheet of paper, make a list of items in the room that you drew. List the coordinates for each item. Should some items be described as a set of coordinates? Write them as a set. For example, use the boundary points: Bed $(1,5)(1,15)(-8,5)(-8,15)$.
- 4) Put away the graph of your bedroom and keep out your list of coordinates.
- 5) Exchange your list of coordinates with someone.
- 6) On your other piece of graph paper, draw your partner's room from their list of coordinates. If you notice a mistake, don't say anything, just graph the list that you see!
- 7) When you are both finished, get out your original map of your room and exchange with your partner. Did you get the same drawing as their original map? Did either of you make a mistake on your list or map? Help each other out to correct any errors.