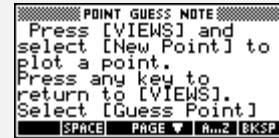


### Objectives:

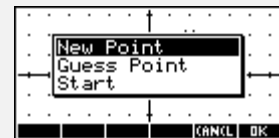
Using the **POINT GUESS** applet, the student will recognize and name the coordinates of points.

### Functionality:

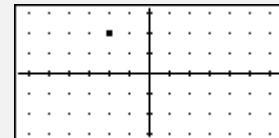
When the student presses **START**, the **POINT GUESS NOTE** will be displayed.



The student should then press **VIEWS** to access the options of this applet.



**New Point** will randomly plot an ordered pair for the student to name. Pressing any key will bring back the views menu.



**Guess Point** will prompt the student for the x-coordinate and the y-coordinate for this point.



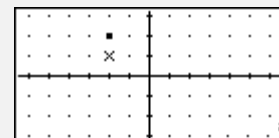
If the student enters the correct coordinates, the calculator returns a message that says **GREAT JOB!**



If the student enters an incorrect ordered pair, the calculator returns a message that neither coordinate is correct. If only one coordinate is correct, the calculator returns a message specifying which coordinate is correct.

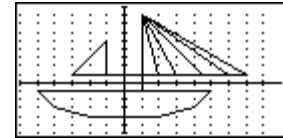
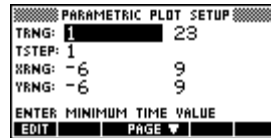
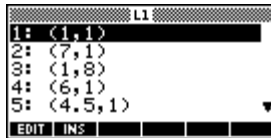


After the message box, the original point and the student's point, marked with an x, will be displayed.



**Additional Exploration:**

Have the student create a line drawing on a sheet of graph paper and then record in a list the coordinates of each corner point in order as if playing connect the dot. In the list L1, enter the ordered pairs. After choosing an appropriate window for the sketch, plot the set of ordered pairs in **Parametric** mode where  $X1(T) = L1(T)$  and  $Y1(T)=0$ .



Note: It is important when choosing an appropriate window that the T range is from 1 to the total number of ordered pairs in your list with a set of 1. Refer to the **DOT TO DOT** applet for other examples.

Programs associated with this applet:  
.PO.NP, .PO.GP, .PO.SV