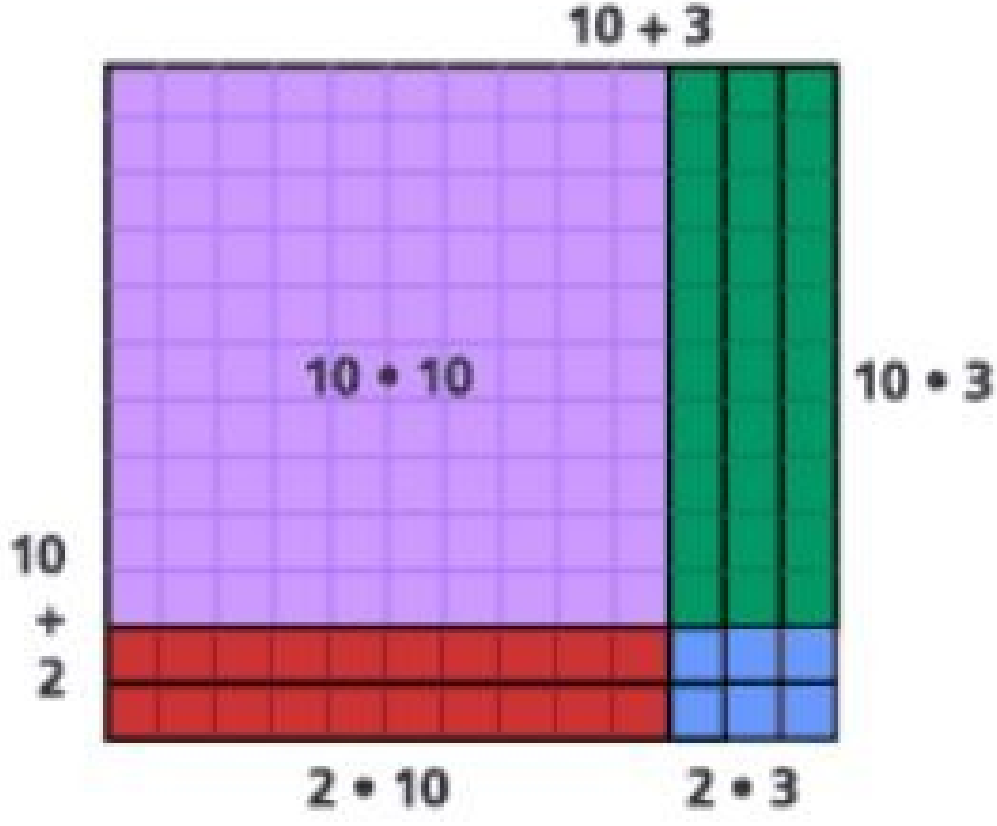
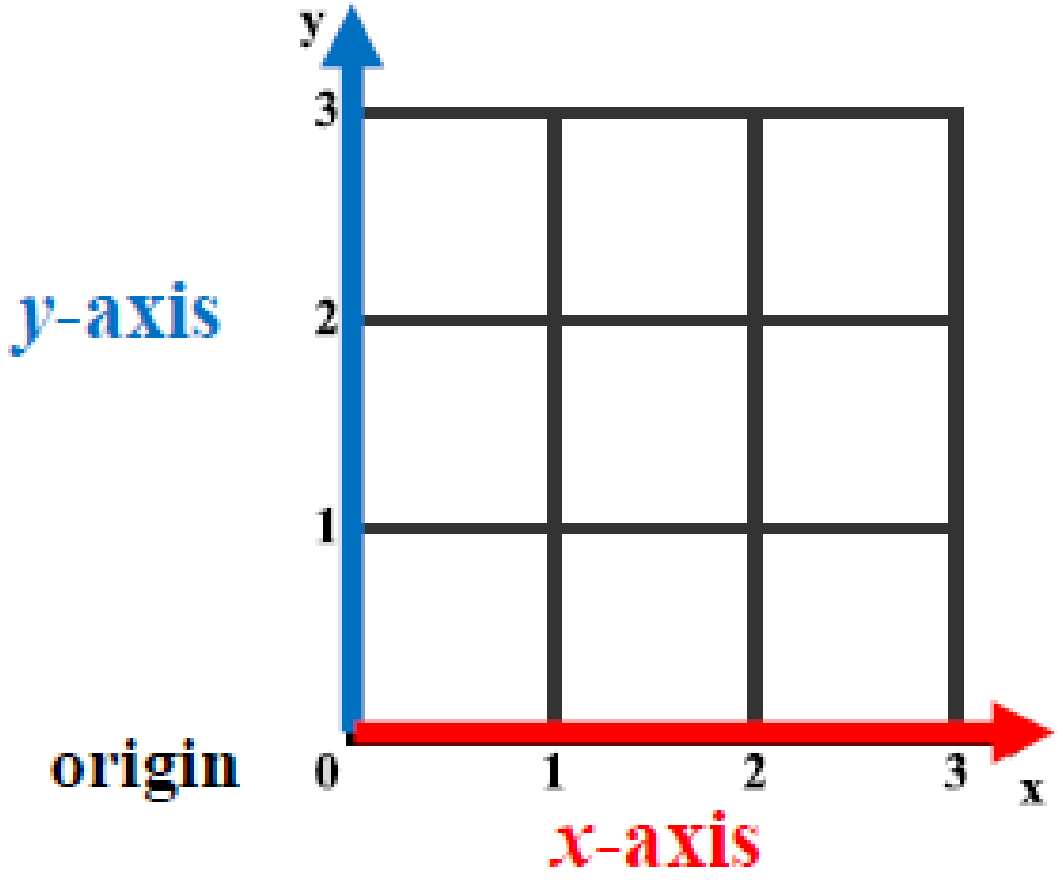
Area Model

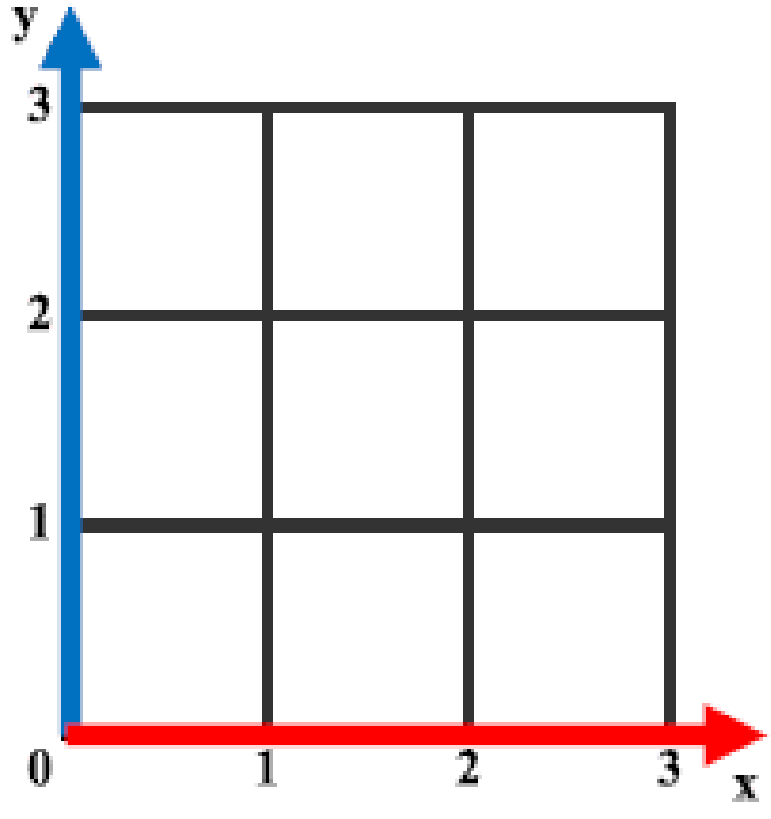


1b

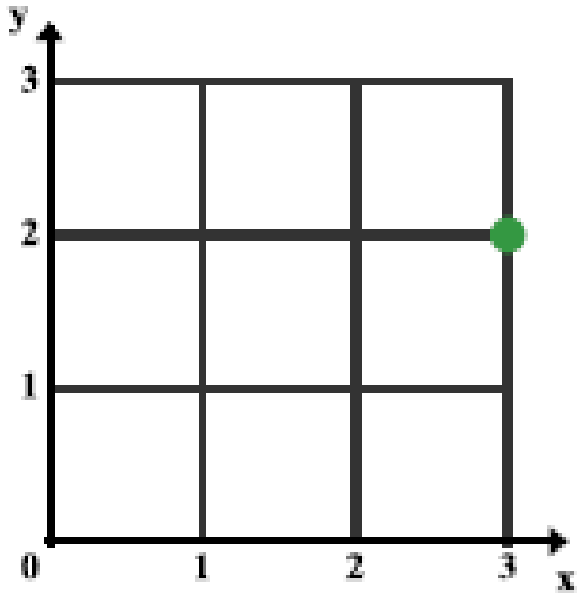
Axis / Axes


y
3
2
1
y-axis
origin
0
1
2
3
x
x-axis

Coordinate Plane


y
3
2
1
0
1
2
3
x

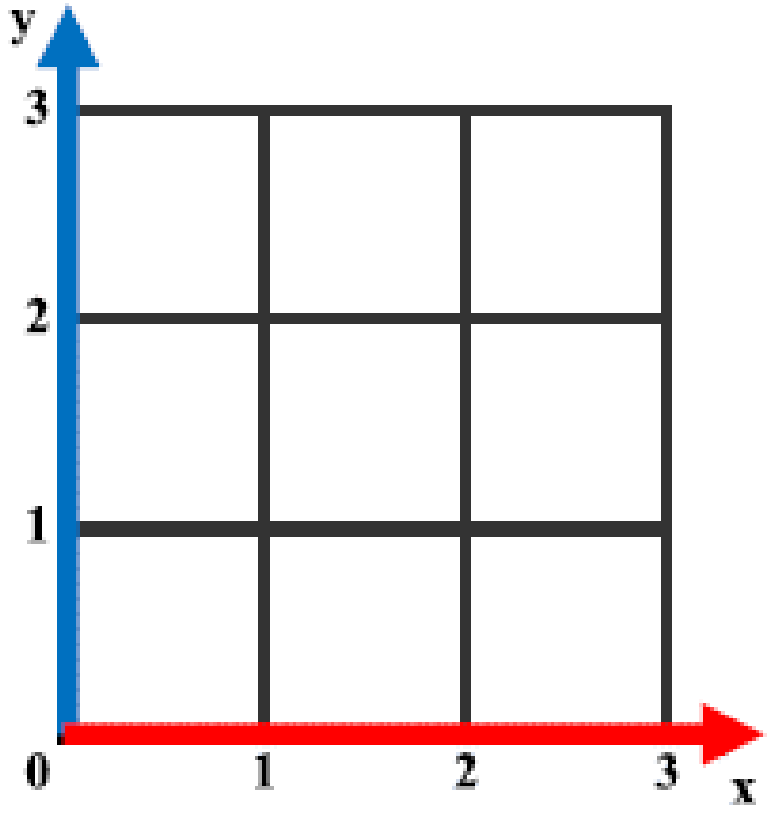
Coordinates



(3, 2)

(*x* , *y*)

Coordinate System


y
3
2
1
0
1
2
3
x

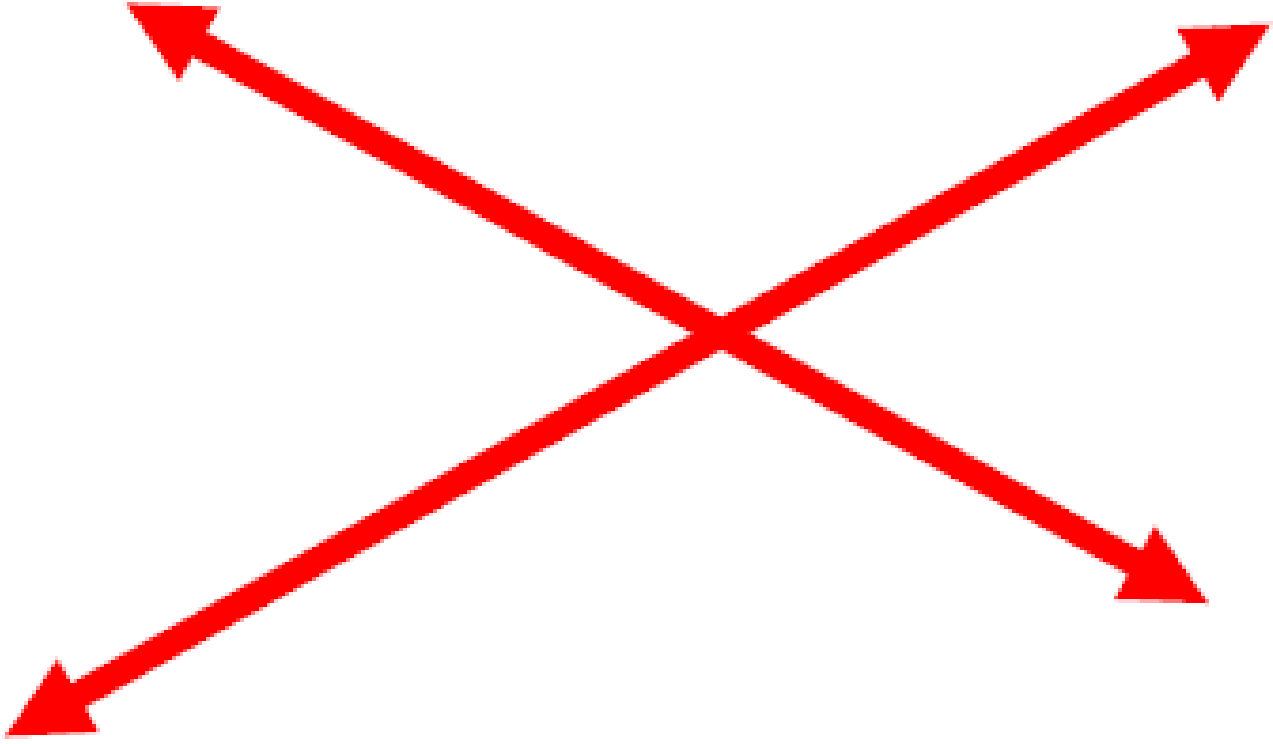
Corresponding Terms

	1st Term	2nd Term	3rd Term	4th Term
Add 3	3	6	9	12
Add 6	6	12	18	24

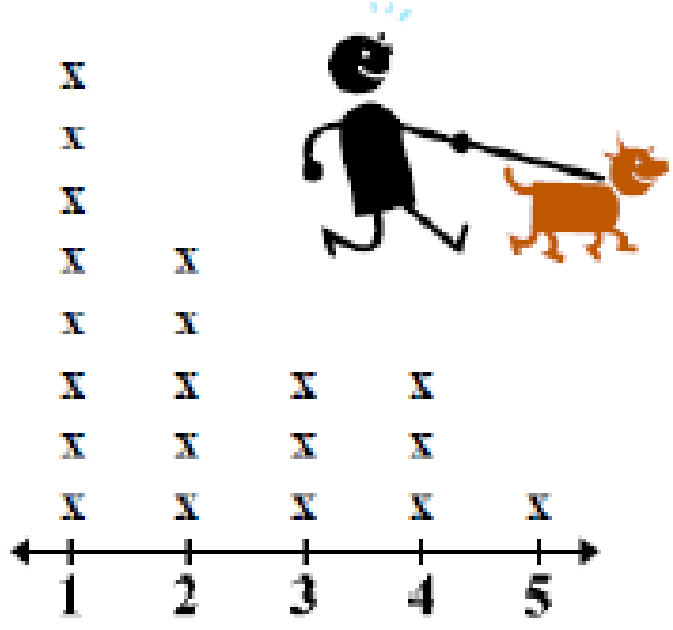
Terms that are in the same position in a sequence of numbers.

In the pattern shown, 9 and 18 are the 3rd terms in each sequence—they are corresponding terms.

Intersect



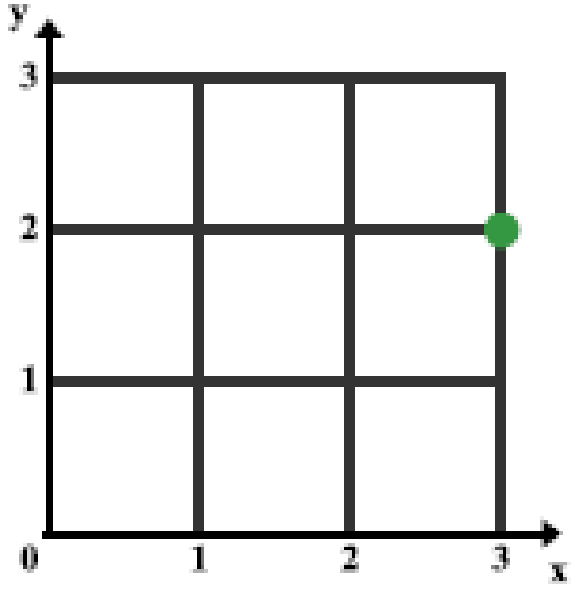
Line Plot


1
2
3
4
5
Number of pets

Numerical Pattern

The pattern is all odd numbers.
It follows the rule "add 4."

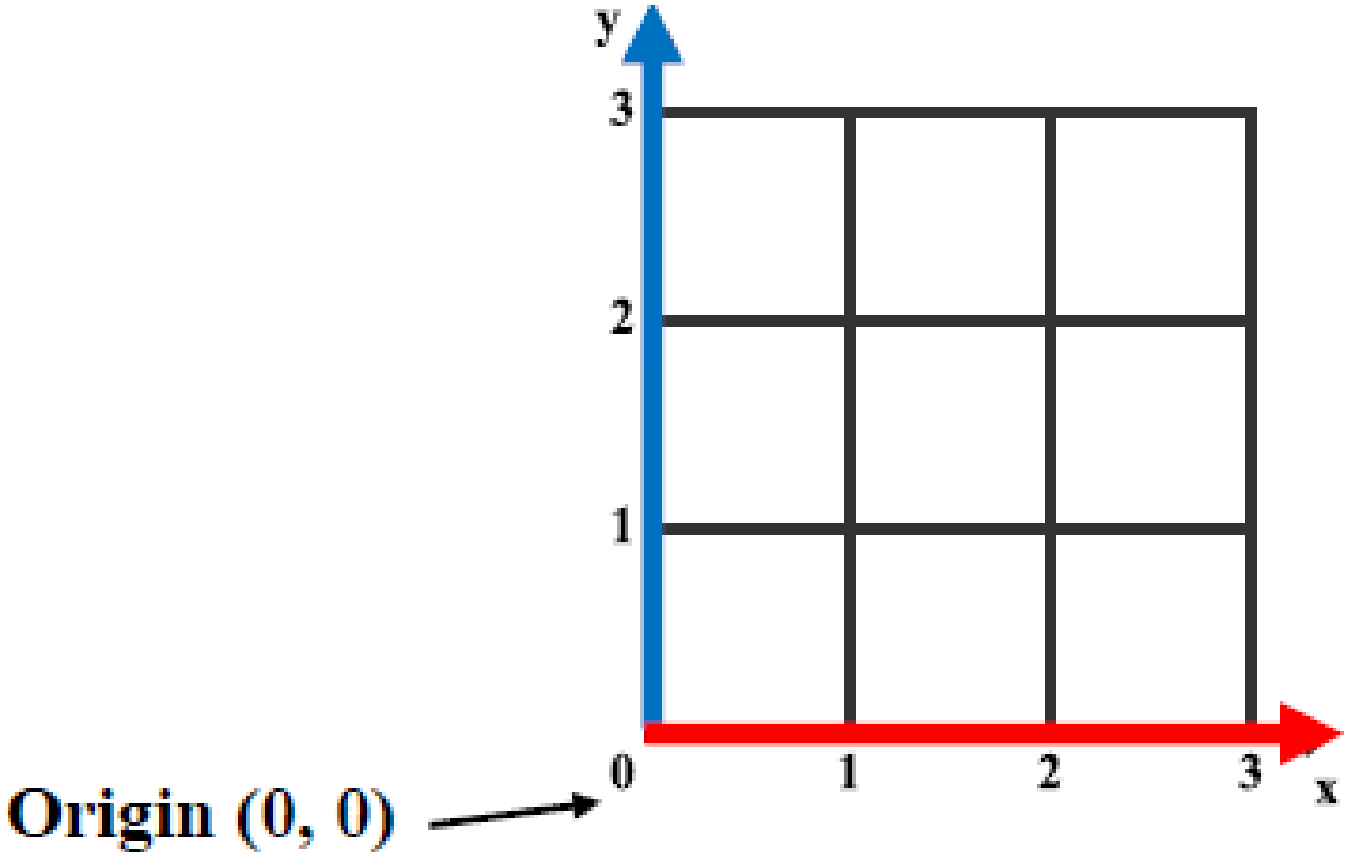
Ordered Pair



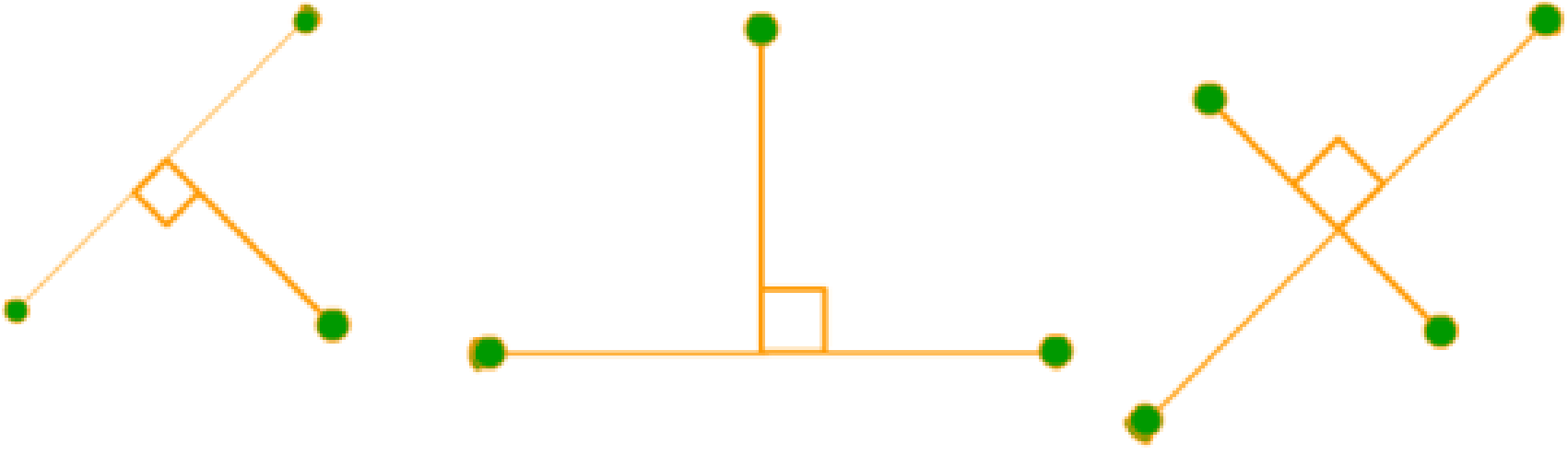
(3, 2)

(*x* , *y*)

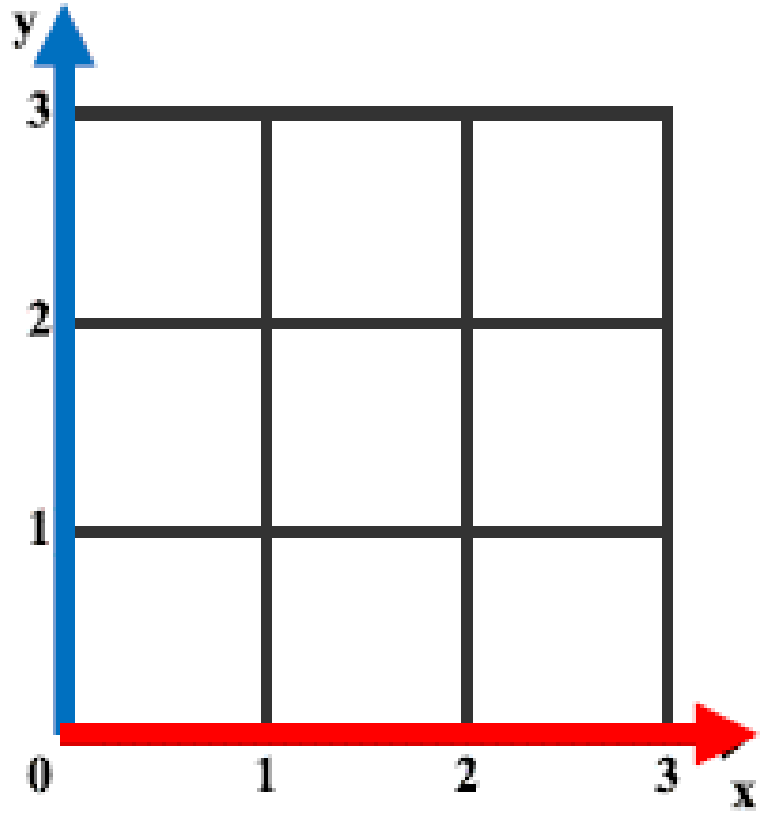
Origin


y
3
2
1
0
1
2
3
x
Origin (0, 0)

Perpendicular



Quadrant



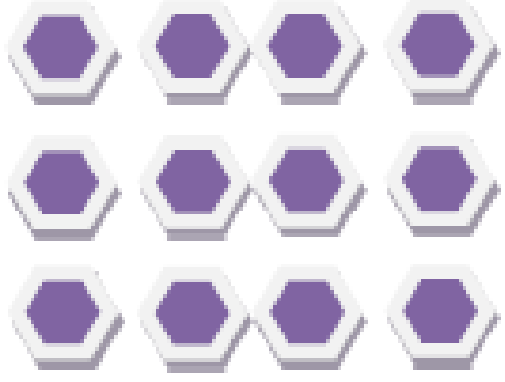
Quadrant I

Rectangular Arrays

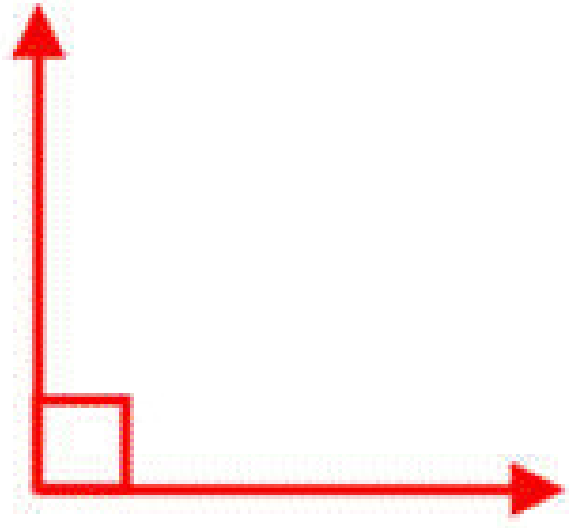
3 rows of 4

or

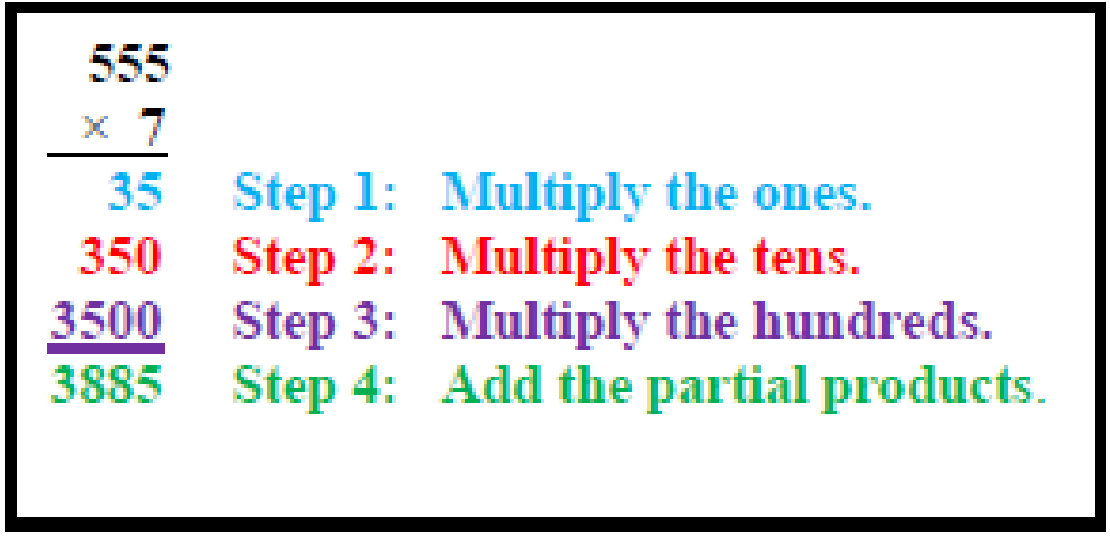
3 × 4



Right Angle

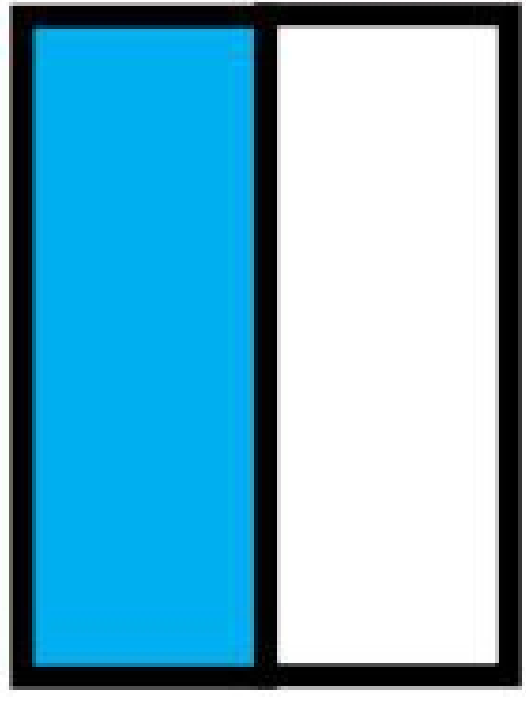


Standard Algorithm


555
× 7
35
350
3500
3885
Step 1: Multiply the ones.
Step 2: Multiply the tens.
Step 3: Multiply the hundreds.
Step 4: Add the partial products.

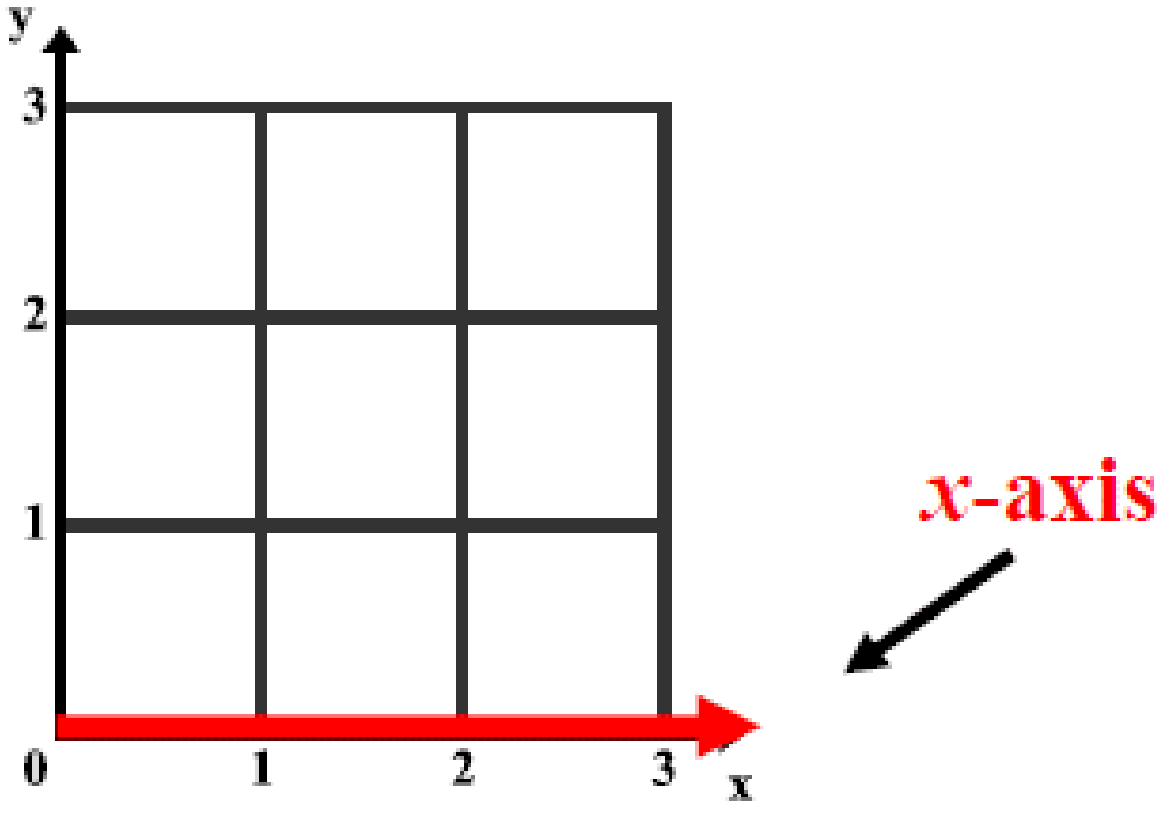
Unit Fraction

$\frac{1}{2}$

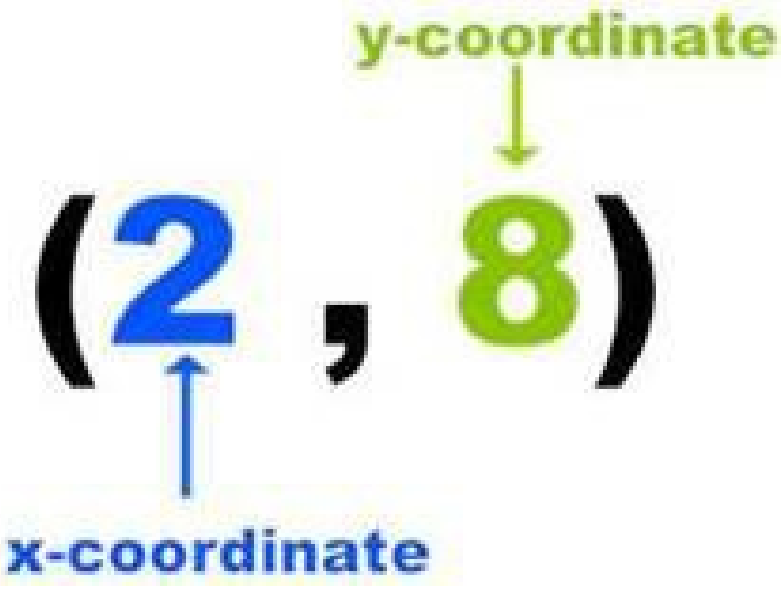


Example

x-axis

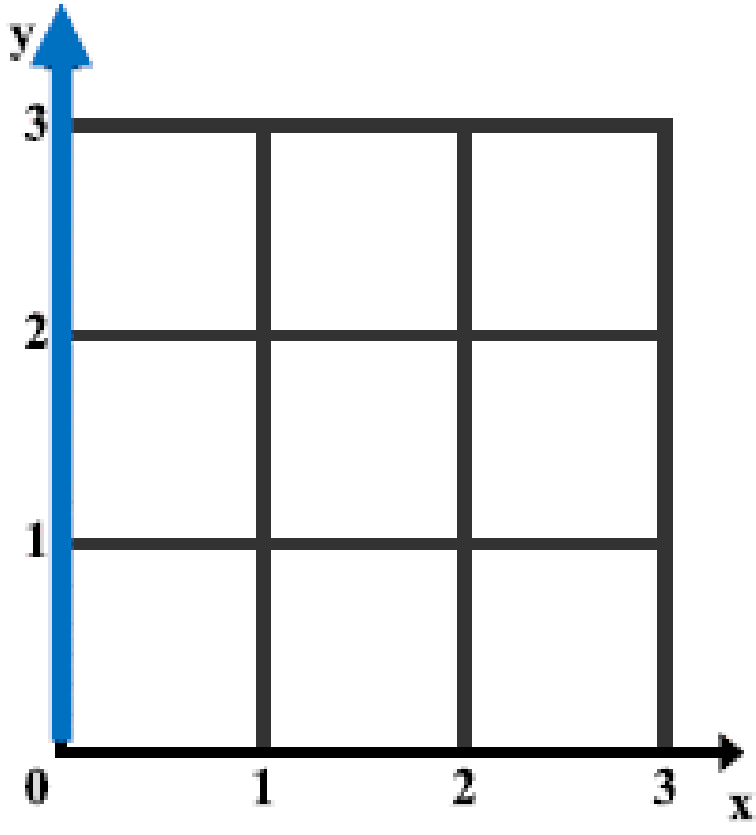

y
3
2
1
0
1
2
3
x
x-axis

x-coordinate


y-coordinate
(2 , 8)
x-coordinate

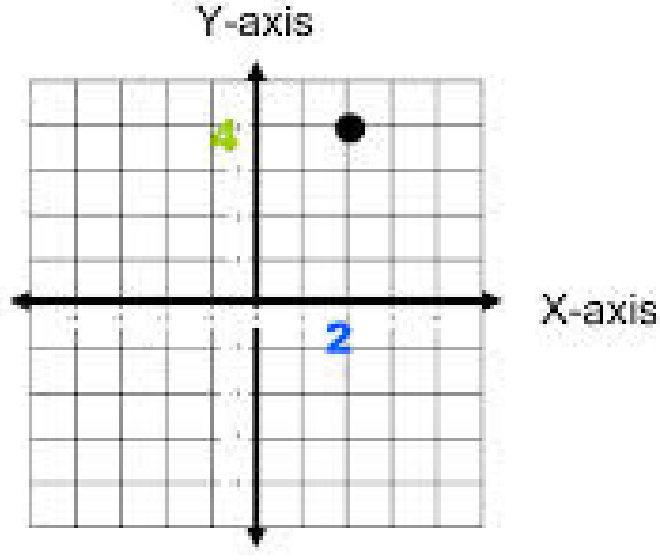
y-axis

y-axis



y-coordinate

y-coordinate

(2 , 4)

x-coordinate