

Coordinates in the First Quadrant

Maths

Coordinates



Inside this printable

- 8 focused activity pages
- Clear, age-aware instructions
- A final grown-up guidance page

Play. Learn. Grow.

A BrightPencil Kids printable for ages 9-11 focused on coordinates. Read and plot coordinate pairs in the first quadrant.

ACTIVITY 1

Coordinates in the First Quadrant

Point (3,2): which number tells how far across?

A. 3

B. 2

C. both mean height

Circle your answer, then explain why you chose it.

ACTIVITY 2

Coordinates in the First Quadrant

Point (1,5): which number tells how far up?

A. 5

B. 1

C. neither

Circle your answer, then explain why you chose it.

ACTIVITY 3

Coordinates in the First Quadrant

Which point is farther right?

A. (5,2)

B. (2,5)

C. same

Circle your answer, then explain why you chose it.

ACTIVITY 4

Coordinates in the First Quadrant

Which point is higher?

A. (2,7)

B. (7,2)

C. same

Circle your answer, then explain why you chose it.

ACTIVITY 5

Coordinates in the First Quadrant

The origin is...

A. (0,0)

B. (1,1)

C. (10,10)

Circle your answer, then explain why you chose it.

ACTIVITY 6

Coordinates in the First Quadrant

Point (3,2): which number tells how far across?

A. 3

B. 2

C. both mean height

Circle your answer, then explain why you chose it.

ACTIVITY 7

Coordinates in the First Quadrant

Point (1,5): which number tells how far up?

A. 5

B. 1

C. neither

Circle your answer, then explain why you chose it.

ACTIVITY 8

Coordinates in the First Quadrant

Which point is farther right?

A. (5,2)

B. (2,5)

C. same

Circle your answer, then explain why you chose it.

Keep practice short and positive

- 1 Read the instruction together once.
- 2 Let the learner try before stepping in.
- 3 Ask: How did you work that out?
- 4 Correct one small thing at a time.
- 5 Finish with one success the learner can name.

Answer guidance

Open drawing and writing tasks can have more than one good answer. For number, language and knowledge questions, check the learner can explain the idea rather than only guess. Online Practice gives immediate gentle feedback for the matching digital activity.

BrightPencil rule: progress matters more than perfection.