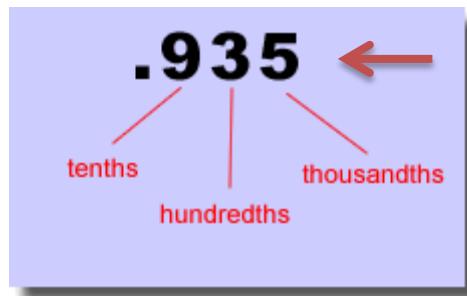
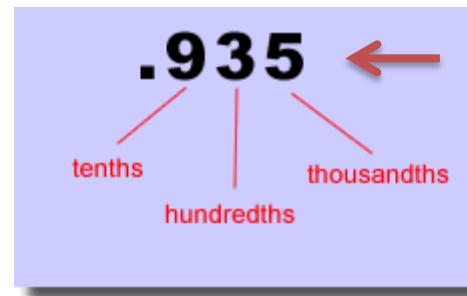


# thousandths



5.U1, U3

# milésimas

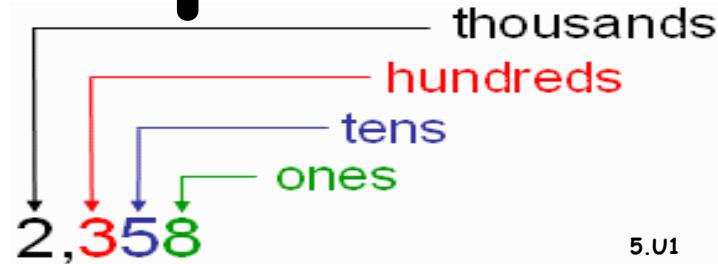


5.U1, U3

# period

786,457 5.U1

# place

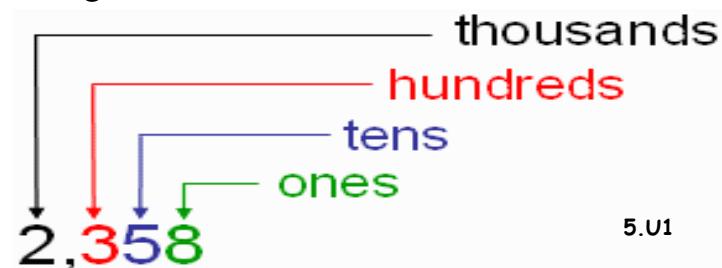


5.U1

# punto

786,457 5.U1

# posición



5.U1

# place value

Place Value								
Hundred Millions	Ten Millions	Millions	Hundred Thousands	Ten Thousands	Thousands	Hundreds	Tens	Ones
4	1	1	2	2	2	3	7	7
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

5.U1

# valor posicional

Place Value								
Hundred Millions	Ten Millions	Millions	Hundred Thousands	Ten Thousands	Thousands	Hundreds	Tens	Ones
4	1	1	2	2	2	3	7	7
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

5.U1

# standard form

697

5.U1

# forma estándar

697

5.U1

# expanded form

600+90+7

5.U1

# forma desarrollada

600+90+7

5.U1

**decimal**

**0.457**

5.U1

**decimal point**

**0.457**

5.U1

**equivalent decimals**

**$0.24 = 0.240$**

5.U1

**decimal**

**0.457**

5.U1

**punto decimal**

**0.457**

5.U1

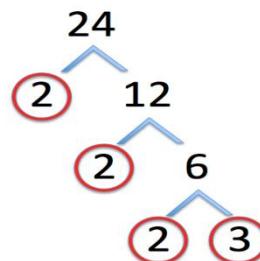
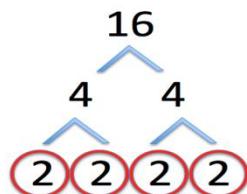
**decimales**

**equivalentes**

**$0.24 = 0.240$**

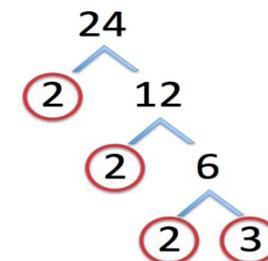
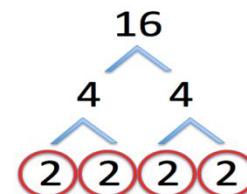
5.U1

# prime factorization



5.U1

# factorización prima



5.U1

# base

$$\underline{8}^3 = 8 \times 8 \times 8$$

Base number → Exponent

5.U1

# base

$$\underline{8}^3 = 8 \times 8 \times 8$$

Base number → Exponent

5.U1

# cubed



5.U1

# al cubo



5.U1

# exponent

$$8^3 = 8 \times 8 \times 8$$

Base number → 8  
Exponent → 3

5.U1

# exponente

$$8^3 = 8 \times 8 \times 8$$

Base number → 8  
Exponent → 3

5.U1

# power

$$\begin{matrix} \text{exponent} & \rightarrow 2 \\ \text{base} & \rightarrow 5 \\ \text{power} & \uparrow \end{matrix}$$

5.U1

# potencia

$$\begin{matrix} \text{exponent} & \rightarrow 2 \\ \text{base} & \rightarrow 5 \\ \text{power} & \uparrow \end{matrix}$$

5.U1

# squared

$$\begin{matrix} 2^2 \\ \boxed{1 \quad 2} \\ \boxed{3 \quad 4} \end{matrix}$$

$$2 \times 2 = 4$$

$$\begin{matrix} 3^2 \\ \boxed{1 \quad 2 \quad 3} \\ \boxed{4 \quad 5 \quad 6} \\ \boxed{7 \quad 8 \quad 9} \end{matrix}$$

$$3 \times 3 = 9$$

$$\begin{matrix} 4^2 \\ \boxed{1 \quad 2 \quad 3 \quad 4} \\ \boxed{5 \quad 6 \quad 7 \quad 8} \\ \boxed{9 \quad 10 \quad 11 \quad 12} \\ \boxed{13 \quad 14 \quad 15 \quad 16} \end{matrix}$$

$$4 \times 4 = 16$$

5.U1

# al cuadrado

$$\begin{matrix} 2^2 \\ \boxed{1 \quad 2} \\ \boxed{3 \quad 4} \end{matrix}$$

$$2 \times 2 = 4$$

$$\begin{matrix} 3^2 \\ \boxed{1 \quad 2 \quad 3} \\ \boxed{4 \quad 5 \quad 6} \\ \boxed{7 \quad 8 \quad 9} \end{matrix}$$

$$3 \times 3 = 9$$

$$\begin{matrix} 4^2 \\ \boxed{1 \quad 2 \quad 3 \quad 4} \\ \boxed{5 \quad 6 \quad 7 \quad 8} \\ \boxed{9 \quad 10 \quad 11 \quad 12} \\ \boxed{13 \quad 14 \quad 15 \quad 16} \end{matrix}$$

$$4 \times 4 = 16$$

5.U1

# powers of 10

$10^0$	=	1
$10^1$	=	10
$10^3$	=	1,000
$10^6$	=	1,000,000

5.U1

# potencia de 10

$10^0$	=	1
$10^1$	=	10
$10^3$	=	1,000
$10^6$	=	1,000,000

5.U1

## tenths

0.98

5.U1, U2

## decimas

0.98

5.U1, U2

## hundredths

0.98

5.U1, U2

## centésimas

0.98

5.U1, U2

hundred-thousandths

0.9864

5.U1

centenas de millar

0.9864

5.U1

composite numbers

More than 2 factors:

6    22    81

5.U1, U3

números compuestos

More than 2 factors:

6    22    81

5.U1, U3

prime numbers

Only 2 factors:

2 3 5 7 11

5.U1

números primos

Only 2 factors:

2 3 5 7 11

5.U1

# Distributive Property

$$4 \times (3+2) = 4 \times 3 + 4 \times 2$$

5.U2

dividend

$$\underline{120} \div 4 = 30$$

5.U2

divisor

$$120 \div \underline{4} = 30$$

5.U2

# Propiedad distributiva

$$4 \times (3+2) = 4 \times 3 + 4 \times 2$$

5.U2

dividendo

$$\underline{120} \div 4 = 30$$

5.U2

divisor

$$120 \div \underline{4} = 30$$

5.U2

# fact family

$$3 \times 4 = 12$$

$$4 \times 3 = 12$$

$$12 \div 3 = 4$$

$$12 \div 4 = 3$$

5.U2

# familia de operaciones

$$3 \times 4 = 12$$

$$4 \times 3 = 12$$

$$12 \div 3 = 4$$

$$12 \div 4 = 3$$

5.U2

# partial quotients

$$\begin{array}{r} 49 \text{ r2} \\ 7 \overline{)345} \\ 280 \quad |40 \\ \hline 65 \\ 63 \quad |9 \\ \hline 2 \end{array}$$

5.U2

# cocientes parciales

$$\begin{array}{r} 49 \text{ r2} \\ 7 \overline{)345} \\ 280 \quad |40 \\ \hline 65 \\ 63 \quad |9 \\ \hline 2 \end{array}$$

5.U2

# quotient

$$120 \div 4 = \underline{\underline{30}}$$

5.U2, U4

# cociente

$$120 \div 4 = \underline{\underline{30}}$$

5.U2, U4

# remainder

$$\begin{array}{r} \text{Quotient} \longrightarrow 015 \\ \text{Divisor} \longrightarrow 32 \longdiv{487} \\ 0 \\ \underline{48} \\ 32 \\ \underline{167} \\ 160 \\ \text{Remainder} \longrightarrow 7 \end{array}$$

5.U2

# residuo

$$\begin{array}{r} \text{Quotient} \longrightarrow 015 \\ \text{Divisor} \longrightarrow 32 \longdiv{487} \\ 0 \\ \underline{48} \\ 32 \\ \underline{167} \\ 160 \\ \text{Remainder} \longrightarrow 7 \end{array}$$

5.U2

# unknown

$$435 + \underline{\ ? } = 500$$

5.U2

# incògnita

$$435 + \underline{\ ? } = 500$$

5.U2

# variable

$$435 + n = 500$$

5.U2

# variable

$$435 + n = 500$$

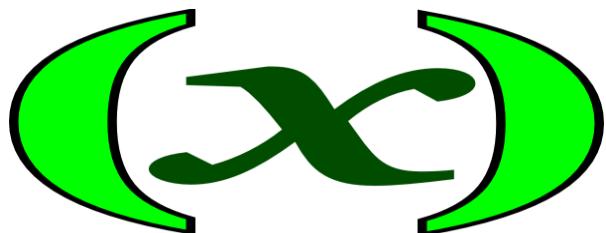
5.U2

# expressions

$$81 \div f$$

5.U2, U7

# parentheses



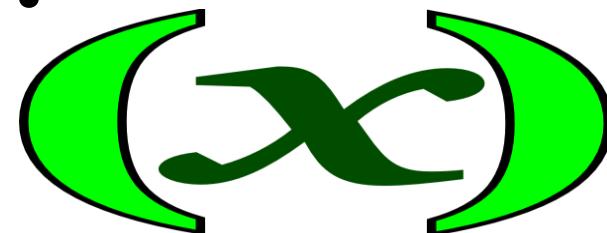
5.U2

# expresiones

$$81 \div f$$

5.U2, U7

# paréntesis



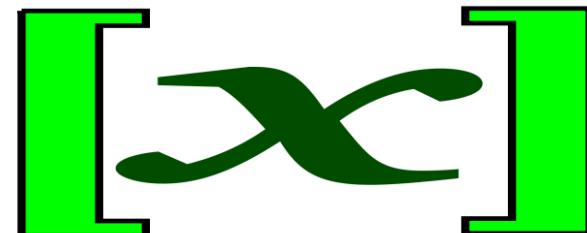
5.U2

# brackets



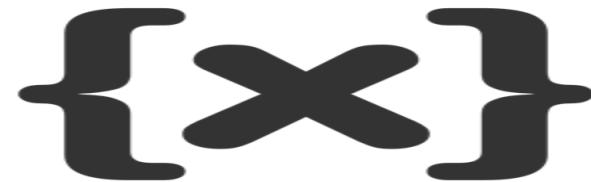
5.U2

# corchetes



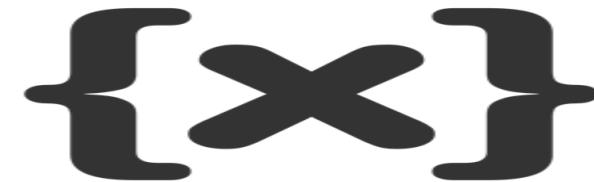
5.U2

# braces



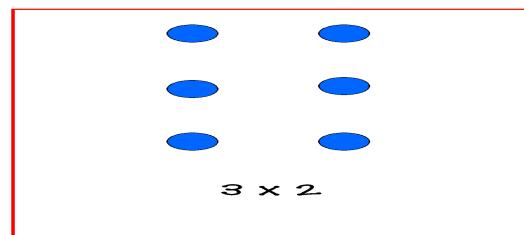
5.U2

# corchetes



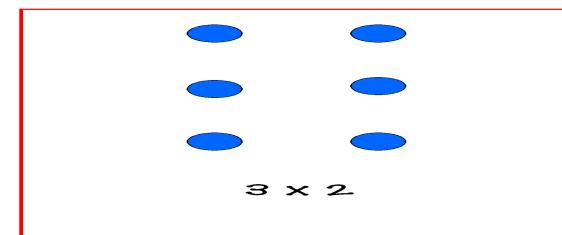
5.U2

# array



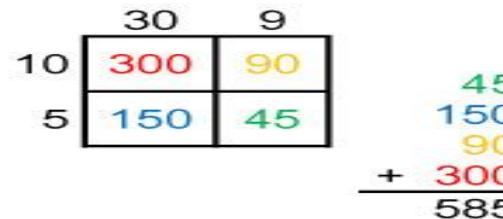
5.U2

# arreglo



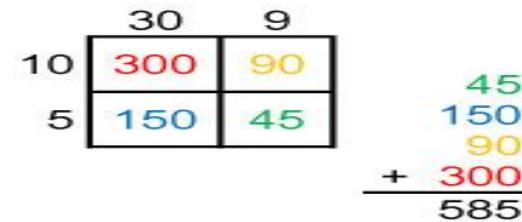
5.U2

# area model



5.U2

# modelo de área



5.U2

# equation

$$86 \times 3 = 258$$

5.U2, U7

# compatible numbers

$$\begin{array}{rcl} 57 & \longrightarrow & 60 \\ + 23 & \longrightarrow & + 25 \end{array}$$

5.U2

# ecuaciòn

$$86 \times 3 = 258$$

5.U2, U7

# números compatibles

$$\begin{array}{rcl} 57 & \longrightarrow & 60 \\ + 23 & \longrightarrow & + 25 \end{array}$$

5.U2

# multiples

5, 10, 15, 20, 25

5.U2, U4

# múltiplos

5, 10, 15, 20, 25

5.U2, U4

product

$$8 \times 9 = \underline{72}$$

5.U2, U4

producto

$$8 \times 9 = \underline{72}$$

5.U2, U4

numerical  
expression

$$2 \times (45 \div 9)$$

5.U2

expresión  
numérica

$$2 \times (45 \div 9)$$

5.U2

evaluate

$$2 \times (45 \div 9) = 10$$

5.U2

evaluar

$$2 \times (45 \div 9) = 10$$

5.U2

# order of operations

5.U2

# orden de operaciones

5.U2

## Associative Property of Addition

$$(19+4) + 5 = 19 + (4+5)$$

5.U3

## Propiedad asociativa de adición

$$(19+4) + 5 = 19 + (4+5)$$

5.U3

## Commutative Property of Addition

$$56 + 18 = 18 + 56$$

5.U3

## Propiedad de identidad de adición

$$56 + 18 = 18 + 56$$

5.U3

# Identity Property of Addition

$$89 + 0 = 89$$

5.U3

# inverse operations

Operation	Inverse operation
$3 + 5 = 8$	$8 - 5 = 3$
$8 - 3 = 5$	$5 + 3 = 8$
$6 \times 7 = 42$	$42 \div 7 = 6$
$42 \div 6 = 7$	$7 \times 6 = 42$

5.U3

# Associative Property of Multiplication

$$(2 \times 3) \times 4 = 2 \times (3 \times 4)$$

5.U3

# Propiedad de identidad de adición

$$89 + 0 = 89$$

5.U3

# operaciones inversas

Operation	Inverse operation
$3 + 5 = 8$	$8 - 5 = 3$
$8 - 3 = 5$	$5 + 3 = 8$
$6 \times 7 = 42$	$42 \div 7 = 6$
$42 \div 6 = 7$	$7 \times 6 = 42$

5.U3

# Propiedad del cero de la multiplicación

$$(2 \times 3) \times 4 = 2 \times (3 \times 4)$$

5.U3

# Commutative Property of Multiplication

$$5 \times 2 = 2 \times 5$$

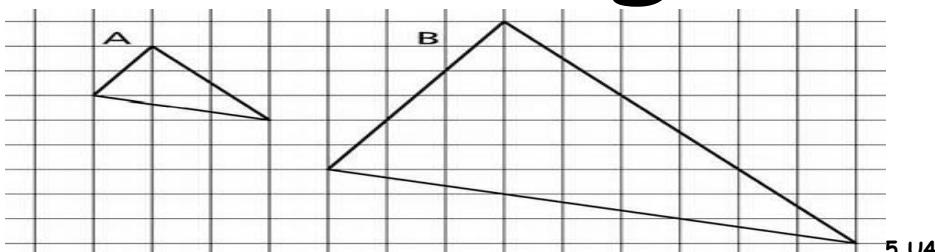
5.U3

# Identity Property of Multiplication

$$7 \times 1 = 7$$

5.U3

# scaling



5.U4

# Propiedad commutativa de la multiplicación

$$5 \times 2 = 2 \times 5$$

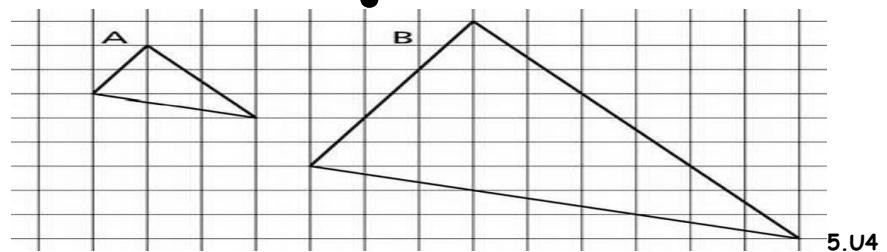
5.U3

# Propiedad de la identidad de la multiplicación

$$7 \times 1 = 7$$

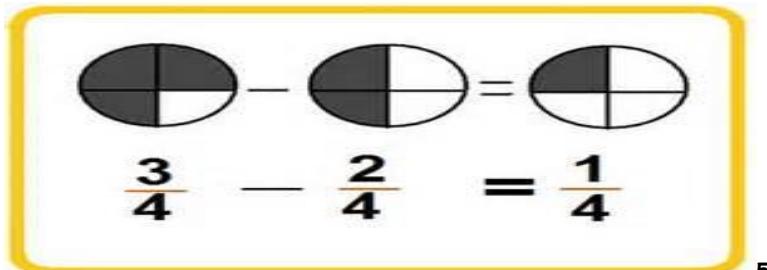
5.U3

# simplificar



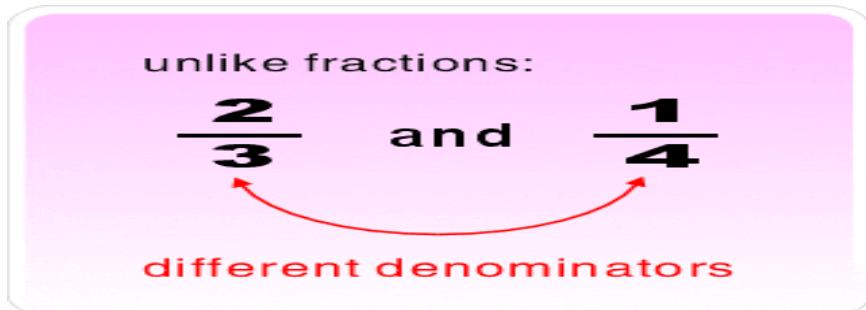
5.U4

# like denominators



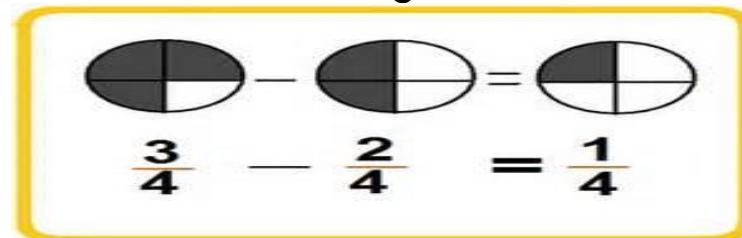
5.U4

# unlike denominators



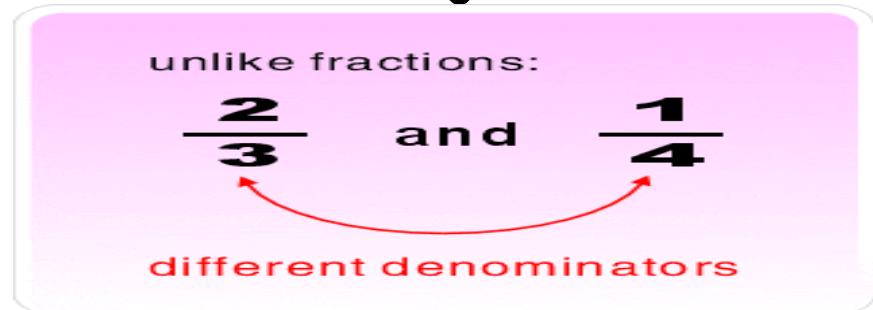
5.U4

# Denominadores semejantes



5.U4

# denominadores no semejantes



5.U4

# factor

$$\underline{6} \times \underline{7} = 42$$

5.U4

# factor

$$\underline{6} \times \underline{7} = 42$$

5.U4

# equivalent



5.U4

# operations



5.U4

# multiplication



5.U4

# equivalente



5.U4

# operaciones



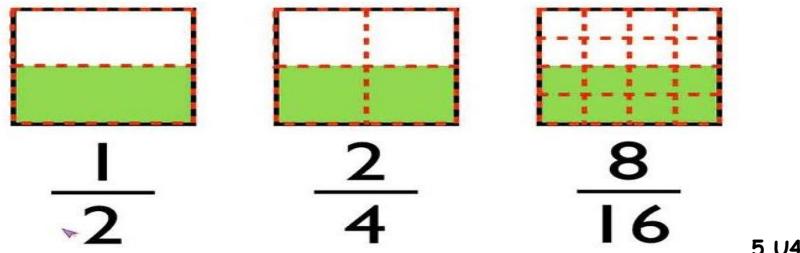
5.U4

# multiplicación



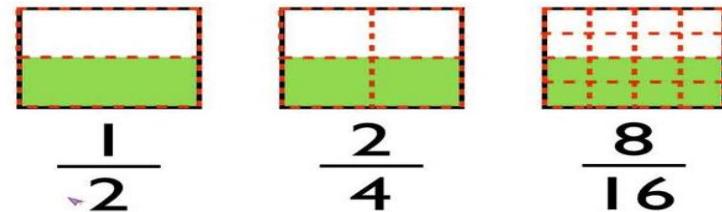
5.U4

# equivalent fractions



5.U4

# fracciones equivalentes



5.U4

# estimate



ppost.com

5.U4

# estimación



ppost.com

5.U4

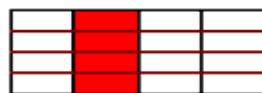
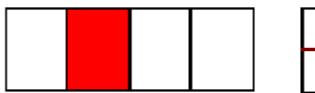
# benchmark fractions

5.U4

# fracciones de referencia

5.U4

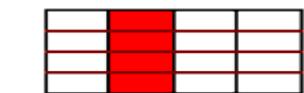
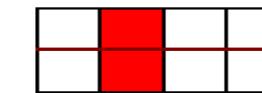
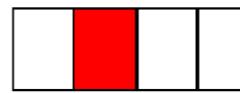
# fraction



$$\frac{1}{4} = \frac{2}{8} = \frac{4}{16}$$

5.U4

# fraccion



$$\frac{1}{4} = \frac{2}{8} = \frac{4}{16}$$

5.U4

# mixed number

$$1 \frac{3}{4}$$

5.U4

# convert



$$= 75\%$$

$$= 0.75$$

5.U4

# número mixto

$$1 \frac{3}{4}$$

5.U4

# convertir



$$= 75\%$$

$$= 0.75$$

5.U4

# numerator

$$\frac{5}{16}$$

5.U4

# numerador

$$\frac{5}{16}$$

5.U4

# denominator

$$\frac{5}{16}$$

5.U4

# denominador

$$\frac{5}{16}$$

5.U4

# common factor

16 → 1, 2, 4, 8, 16

24 → 1, 2, 3, 4, 6, 8, 12, 24

5.U4

# factor común

16 → 1, 2, 4, 8, 16

24 → 1, 2, 3, 4, 6, 8, 12, 24

5.U4

# Greatest Common Factor (GCF)

16 → 1, 2, 4, 8, 16

24 → 1, 2, 3, 4, 6, 8, 12, 24

5.U4

# common multiple

Multiples of 3:

0, 3, 6, 9, 12, 15, 18, 21, 24 ...

Multiples of 4:

0, 4, 8, 12, 16, 20, 24, 28 ...

5.U4

# Least Common Denominator (LCD)

$$\frac{1}{2} \quad \frac{1}{3} \quad \frac{3}{4}$$

$$12 = 2 \times 2 \times 3$$

LCD

5.U4

# Máximo común divisor (MCD)

16 → 1, 2, 4, 8, 16

24 → 1, 2, 3, 4, 6, 8, 12, 24

5.U4

# múltiplo común

Multiples of 3:

0, 3, 6, 9, 12, 15, 18, 21, 24 ...

Multiples of 4:

0, 4, 8, 12, 16, 20, 24, 28 ...

5.U4

# Mínimo común denominador (MCD)

$$\frac{1}{2} \quad \frac{1}{3} \quad \frac{3}{4}$$

$$12 = 2 \times 2 \times 3$$

LCD

5.U4

# Least Common Multiple (LCM)

Find the Least Common Multiple

8, 4, 6

8 → 8, 16, **24**, 32, 40, 48

4 → 4, 8, 12, 16, 20, **24**, 28, 32

6 → 6, 12, 18, **24**, 30, 36

5.U4

# Mínimo común múltiplo (MCM)

Find the Least Common Multiple

8, 4, 6

8 → 8, 16, **24**, 32, 40, 48

4 → 4, 8, 12, 16, 20, **24**, 28, 32

6 → 6, 12, 18, **24**, 30, 36

5.U4

# simplest form

$$\frac{4}{10} = \frac{4 \div 2}{10 \div 2} = \frac{2}{5}$$

5.U4

# division/divide

$$36 \div 4$$

5.U4

# forma reducida

$$\frac{4}{10} = \frac{4 \div 2}{10 \div 2} = \frac{2}{5}$$

5.U4

# división/divide

$$36 \div 4$$

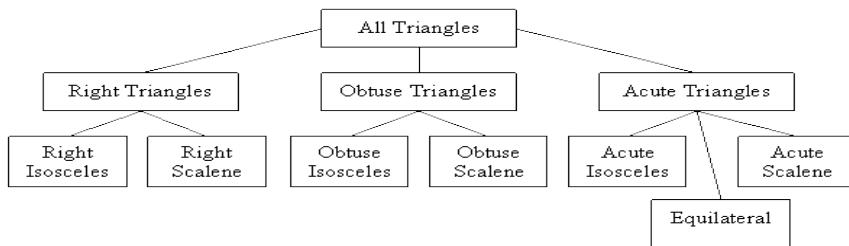
5.U4

# unit fraction

$$\frac{1}{2} \quad \frac{1}{23} \quad \frac{1}{12}$$
$$\frac{1}{5} \quad \frac{1}{6}$$

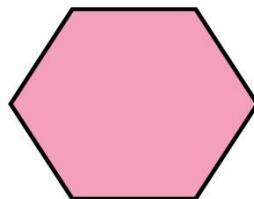
5.U4

# hierarchy



5.U6

# hexagon



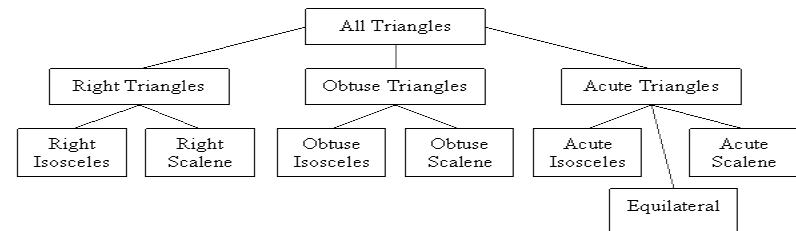
5.U6

# fracción unitaria

$$\frac{1}{2} \quad \frac{1}{23} \quad \frac{1}{12}$$
$$\frac{1}{5} \quad \frac{1}{6}$$

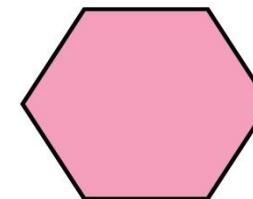
5.U4quo

# jeraquía



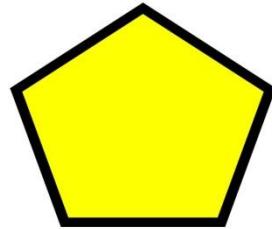
5.U6

# hexágono



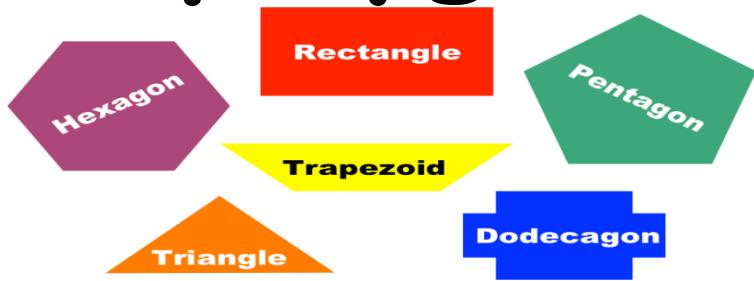
5.U6

# pentagon



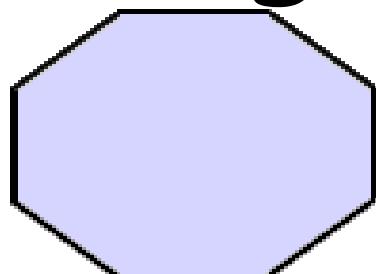
5.U6

# polygon



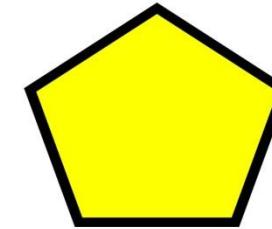
5.U6

# octagon



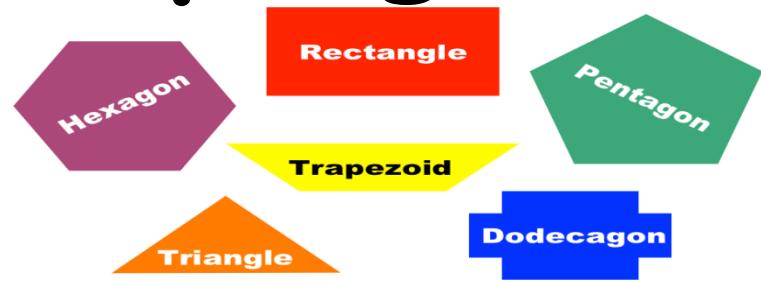
5.U6

# pentágono



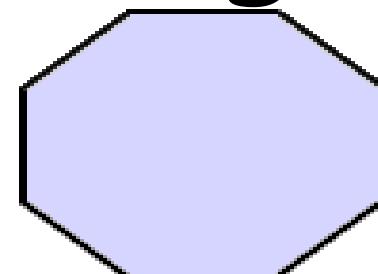
5.U6

# polígono



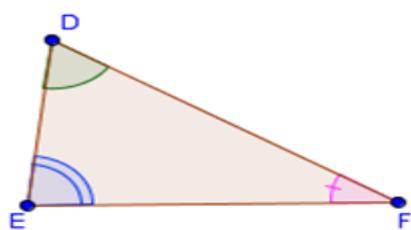
5.U6

# octágono



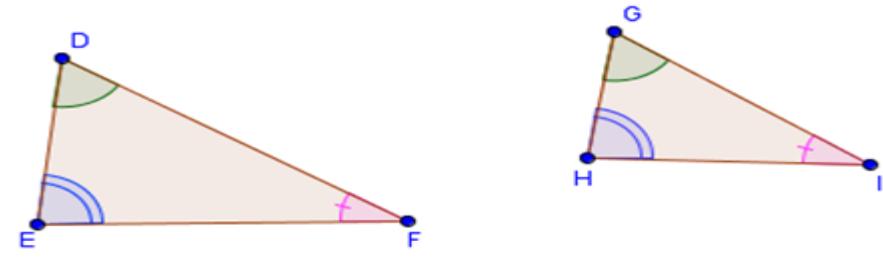
5.U6

# congruent angles



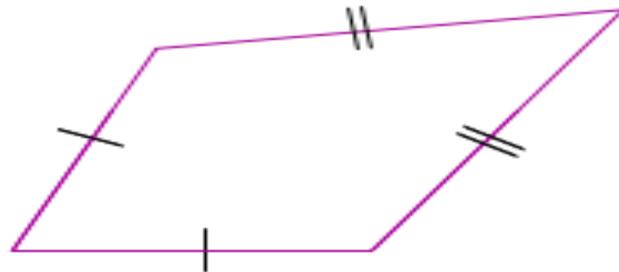
5.U6

# ángulos congruentes



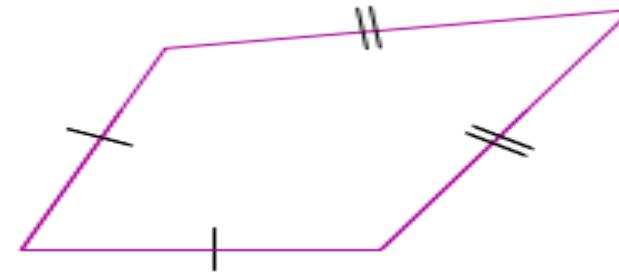
5.U6

# congruent sides



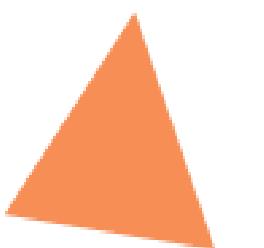
5.U6

# lados congruentes



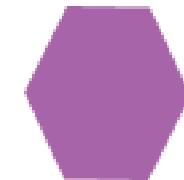
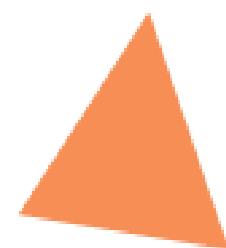
5.U6

# regular polygon



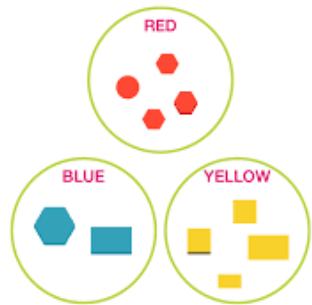
5.U6

# Polígono regular



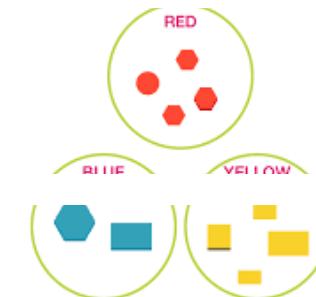
5.U6

# attribute



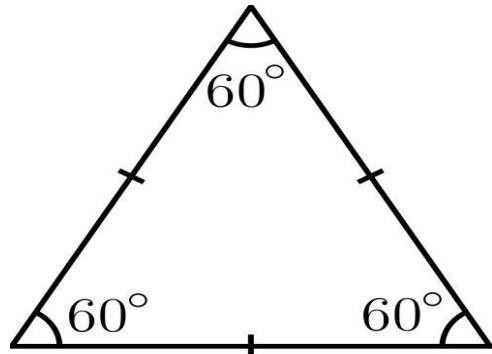
5.U5, U6

# atributo



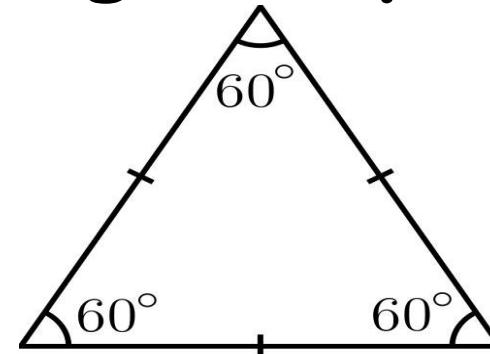
5.U5, U6

# equilateral triangle



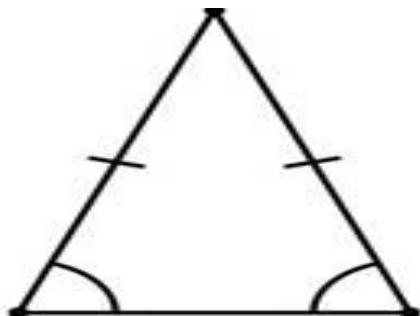
5.U6

# triángulo equilátero



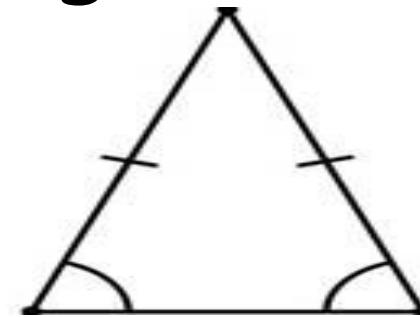
5.U6

# isosceles triangle



5.U6

# triángulo isósceles



5.U6

# scalene triangle



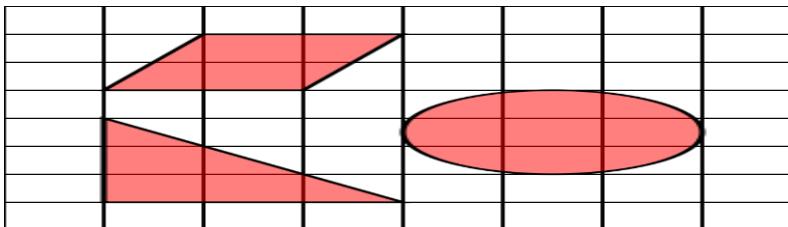
5.U6

# triángulo escaleno



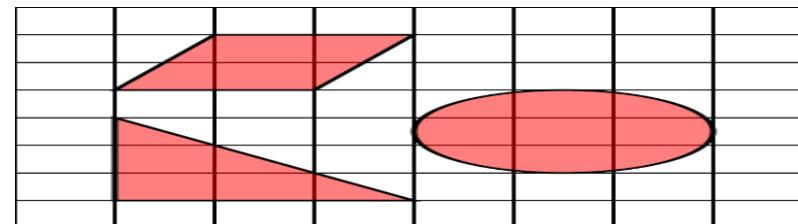
5.U6

# area



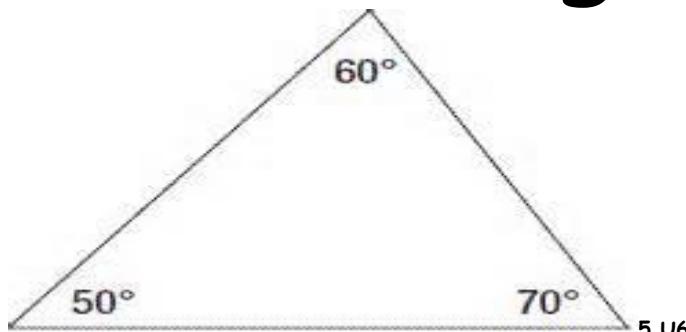
5.U6

# area



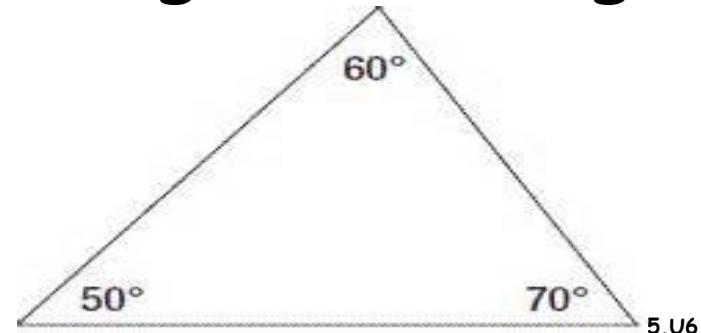
5.U6

# acute triangle



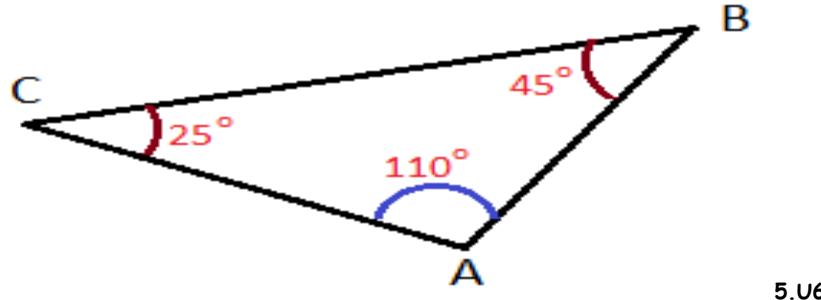
5.U6

# triángulo acutángulo



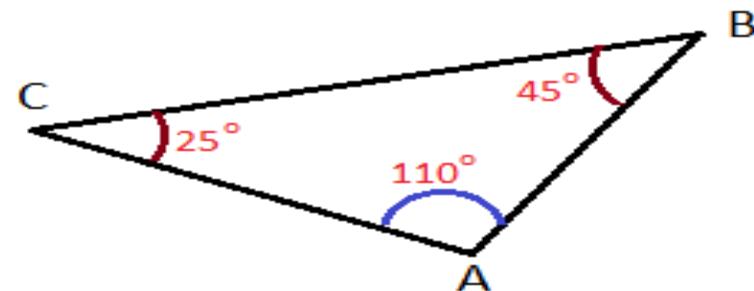
5.U6

# obtuse triangle



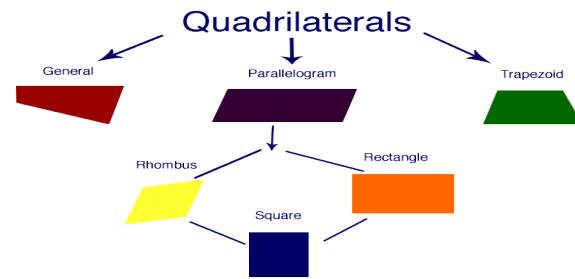
5.U6

# triángulo obtusángulo



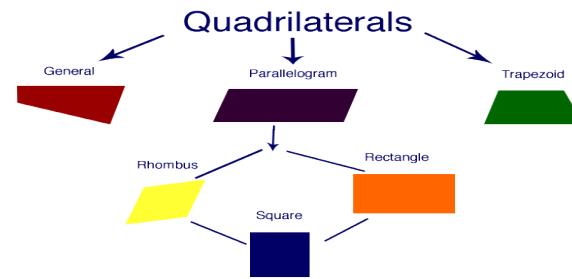
5.U6

# quadrilateral



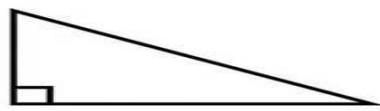
5.U6

# cuadrilátero



5.U6

# right triangle



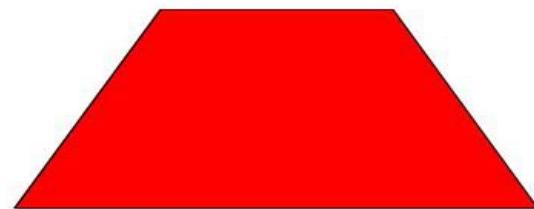
5.U6

# triángulo rectángulo



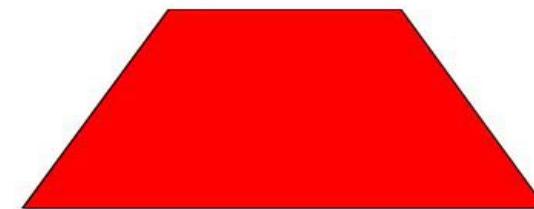
5.U6

**trapezoid**



5.U6

**trapecio**



5.U6

**parallelogram**



5.U6

**paralelogramo**



5.U6

**rectangle**



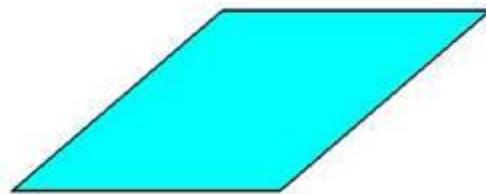
5.U6

**rectángulo**



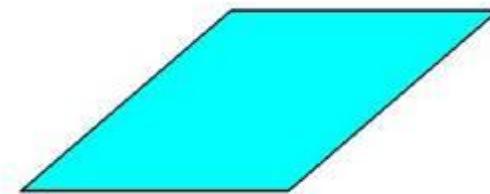
5.U6

**rhombus**



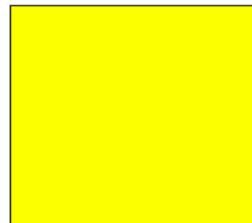
5.U6

**rombo**



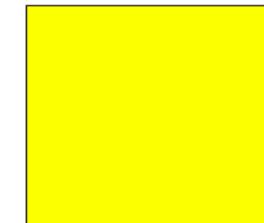
5.U6

**square**



5.U6

**cuadrado**



5.U6

**Customary**

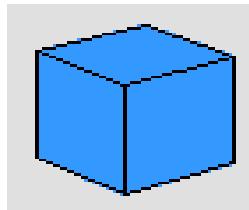
**System**

5.U5

**Sistema  
inglesas**

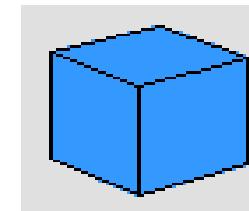
5.U5

# unit cube



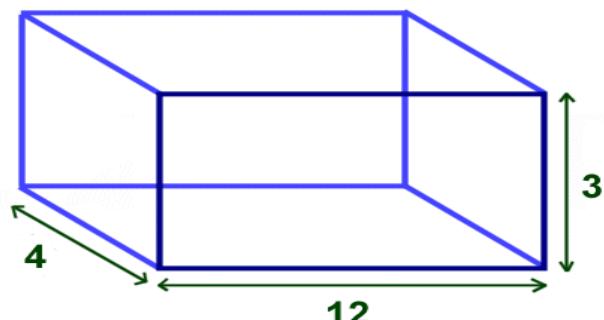
5.U5

# cubo unitario



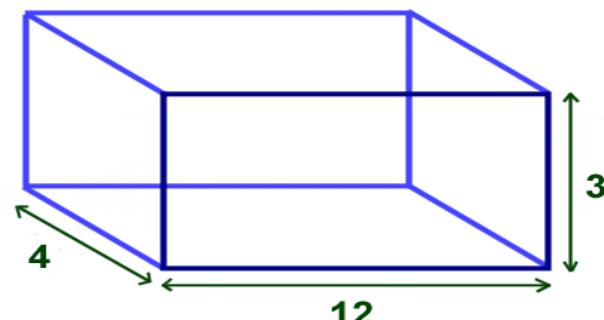
5.U5

# volume



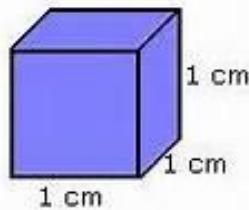
5.U5

# volumen



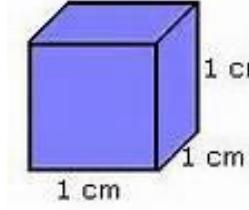
5.U5

# cubic unit



5.U5

# unidad cubica



5.U5

right rectangular prism



Right Rectangular Prism

5.U5

prisma rectangular recta



Right Rectangular Prism

5.U5

data Set

Favorite Pets		
Pet	Tally Marks	Number
		10
		4
		6

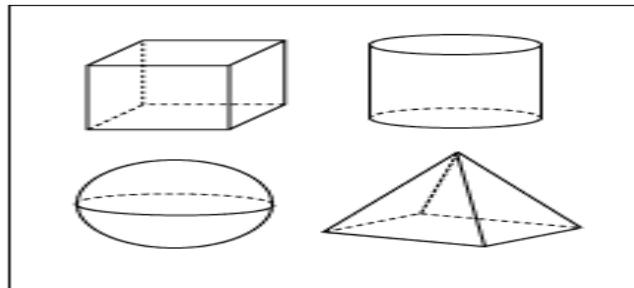
5.U5

conjunto de datos

Favorite Pets		
Pet	Tally Marks	Number
		10
		4
		6

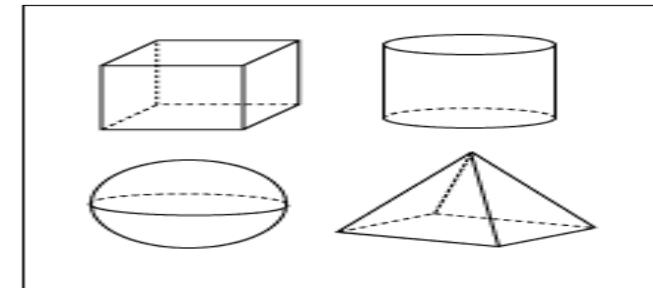
5.U5

3-dimensional figure



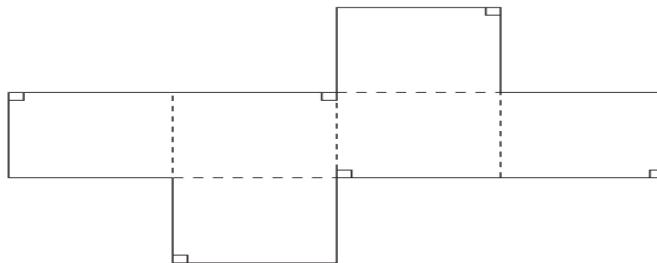
5.U5

figura tridimensional



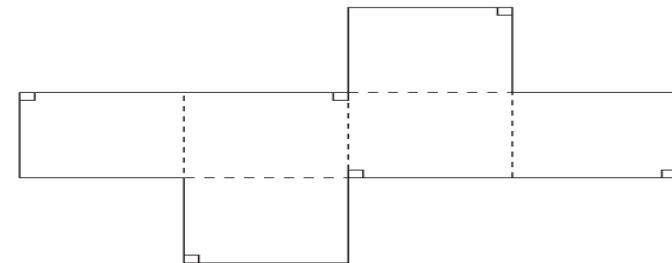
5.U5

**net**



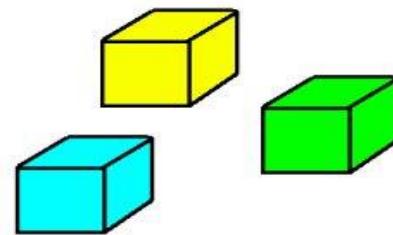
5.U5

**red**



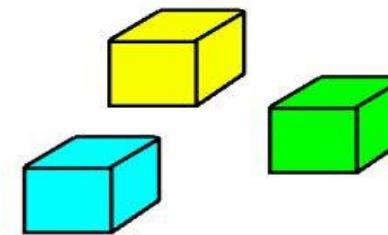
5.U5

**cube**



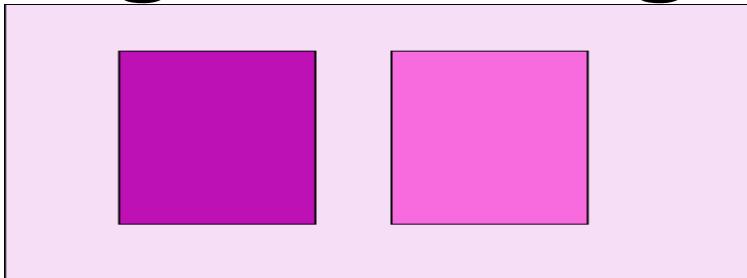
5.U5

**cubo**



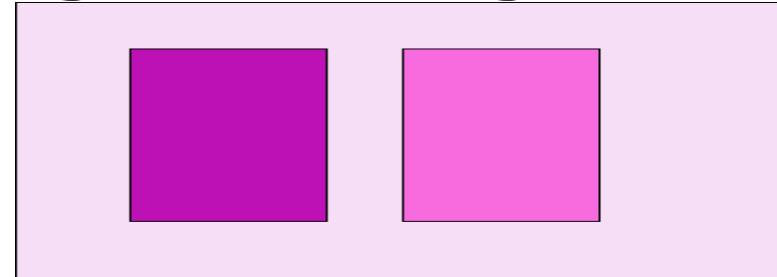
5.U5

**congruent figure**



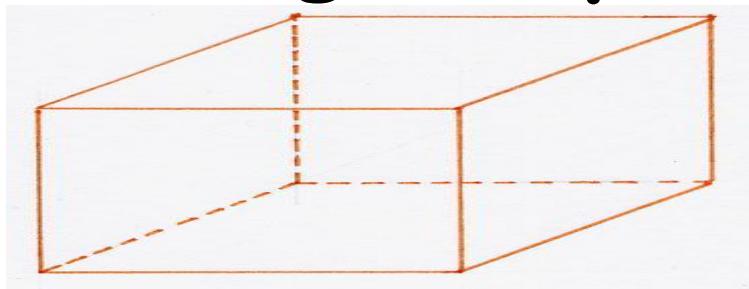
5.U5

**figura congruente**



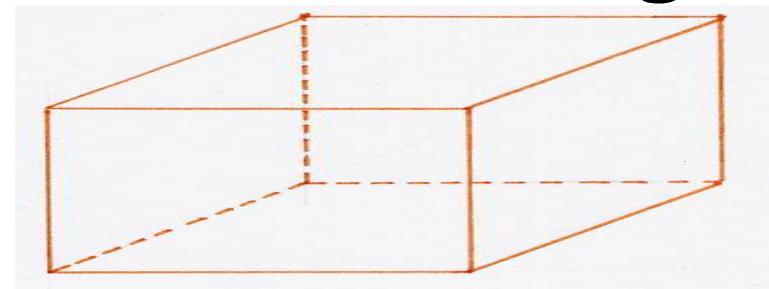
5.U5

**rectangular prism**



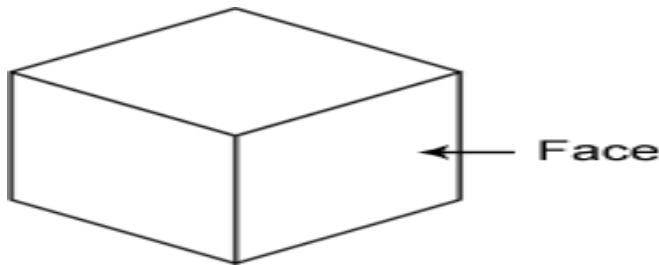
5.U5

**prisma rectangular**



5.U5

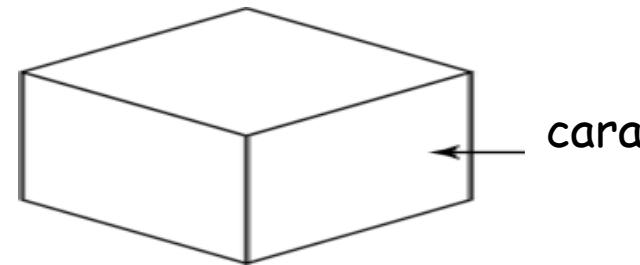
**face**



Face

5.U5

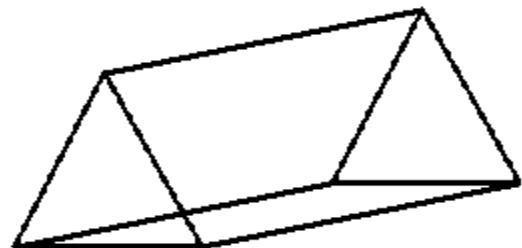
**cara**



cara

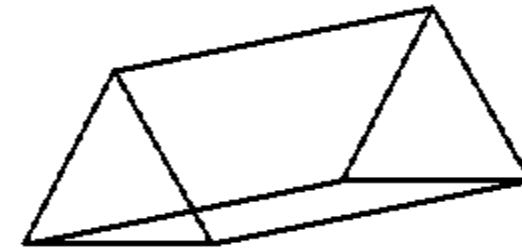
5.U5

**triangular prism**



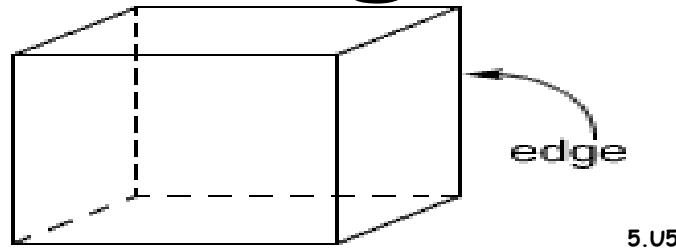
5.U5

**prisma triangular**

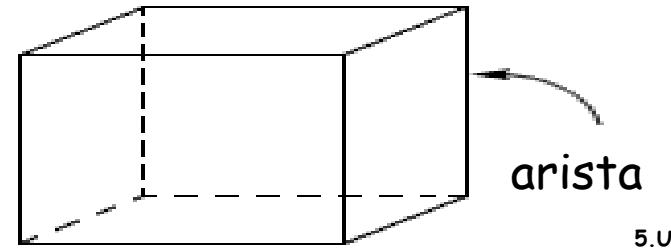


5.U5

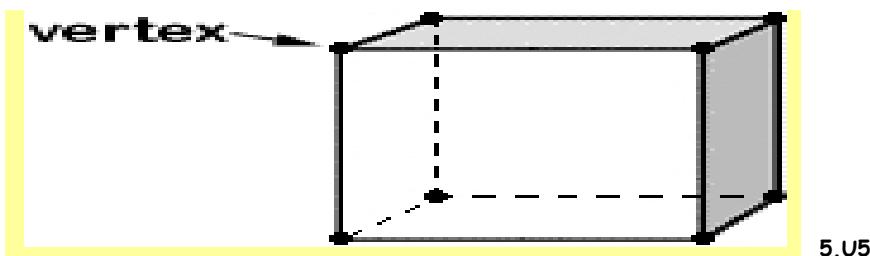
# edge



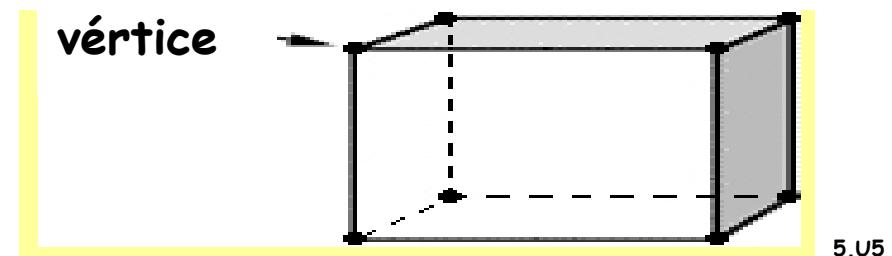
# arista



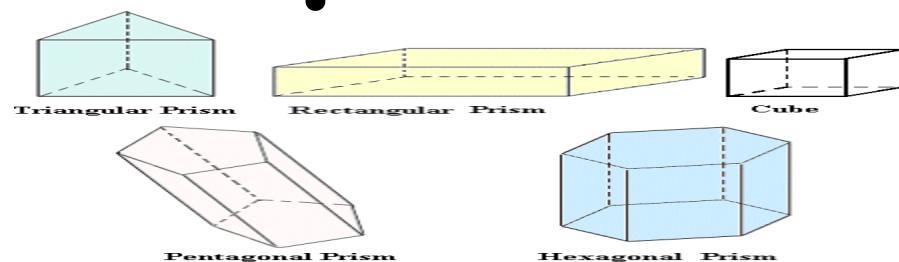
# Vertex



# Vértice

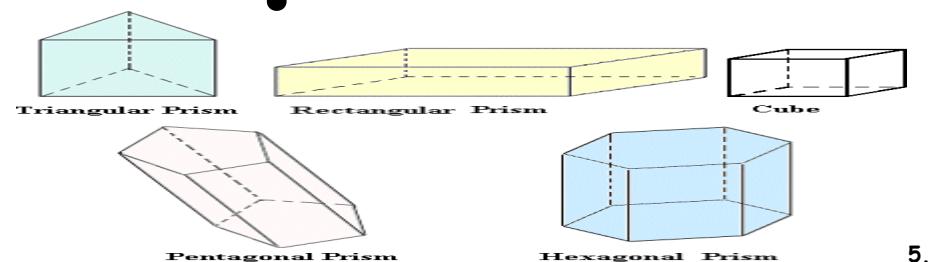


# prism



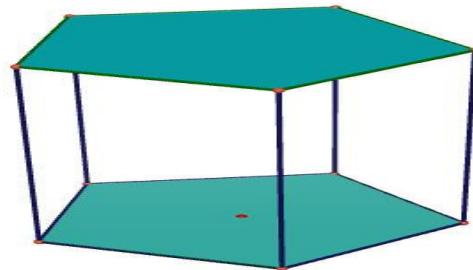
5.05

# prisma



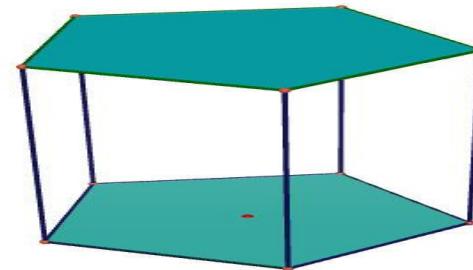
5.05

# base



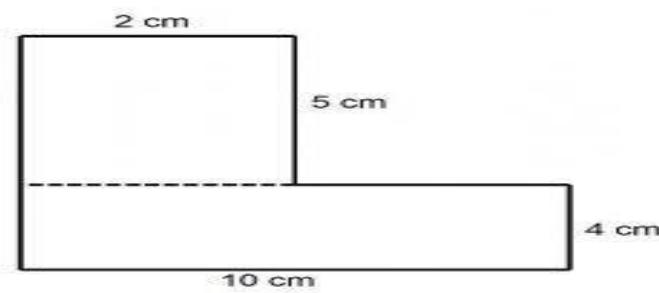
5.U5

# base



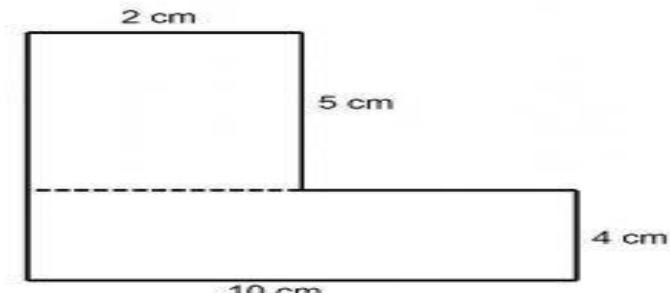
5.U5

# composite figure



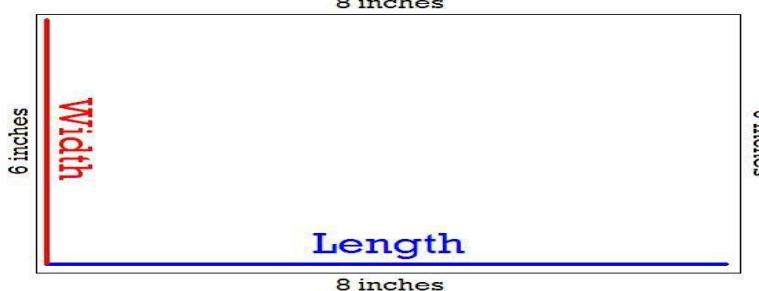
5.U5

# figura compuesta



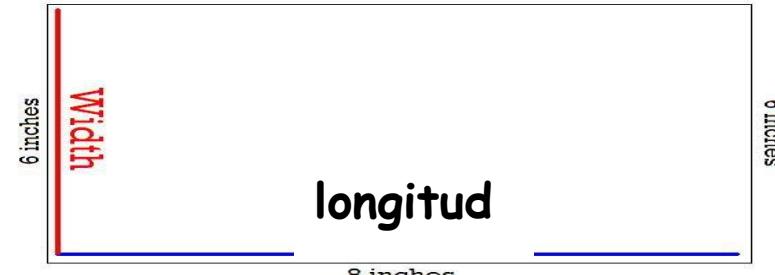
5.U

# length



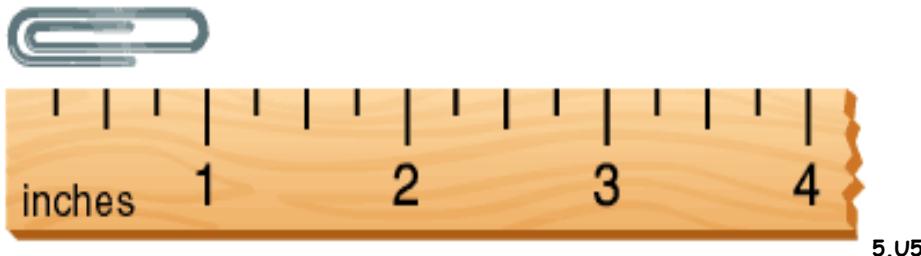
5.U5

# longitud

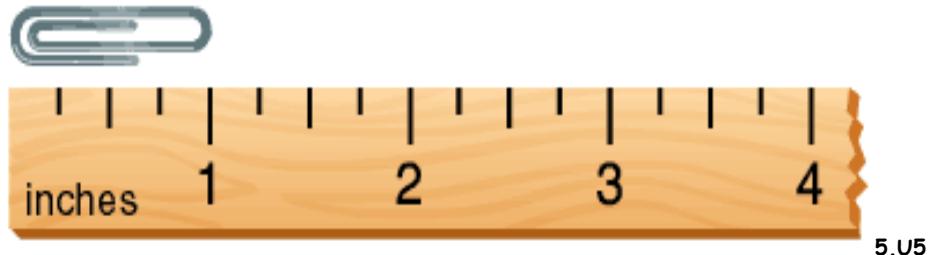


5.U5

# inch (in.)



# pulgada (pulg.)



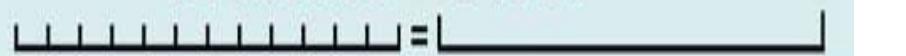
# foot (ft)

12 inches = 1 foot

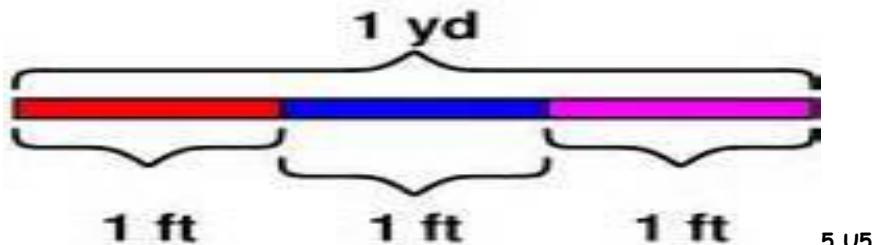


# pie (pie)

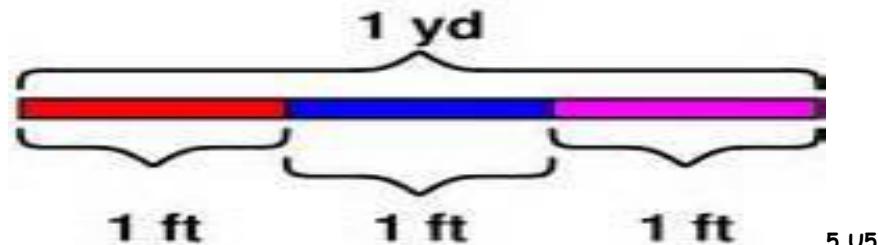
12 inches = 1 foot



# yard (yd)



# yarda (yd)



# mile (mi)

5280 ft = 1 mi

5.U5

# millia (mi)

5280 ft = 1 mi

5.U5

# convert

3 ft = 36 in.

5.U5

# convierte

3 ft = 36 in.

5.U5

# weight

5.U5

## Customary Units of Weight

1 pound ( ) = \_\_\_ ounces ( )  
1 ton ( ) = \_\_\_ pounds

# peso

5.U5

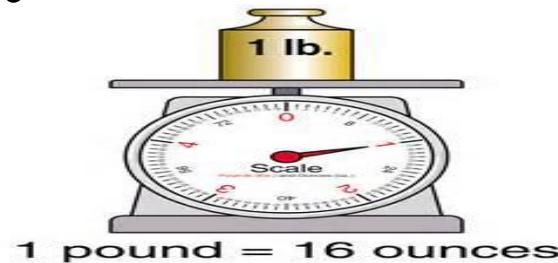
## Customary Units of Weight

1 pound ( ) = \_\_\_ ounces ( )  
1 ton ( ) = \_\_\_ pounds

# ounce (oz)

16 oz = 1 lb

# pound (lb)



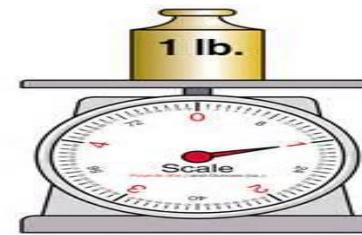
1 pound = 16 ounces

5.U5

# onzza (oz)

16 oz = 1 lb

# libra (lb)



1 pound = 16 ounces

5.U5

# ton (T)



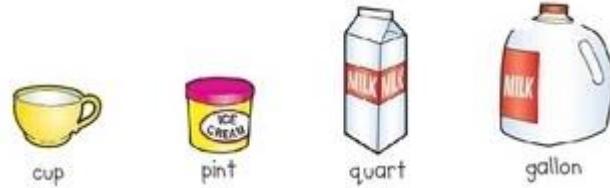
5.U5

# tonelada (T)



5.U5

# capacity



5.U5

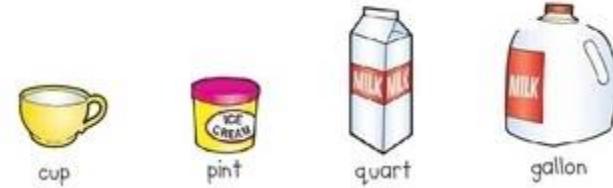
# cups

1 cup (c)



5.U5

# capacidad



5.U5

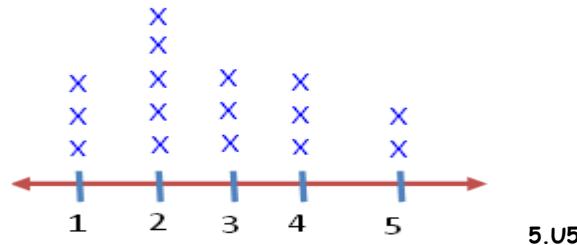
# tasas

1 cup (c)

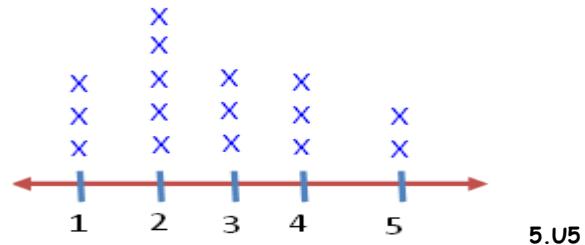


5.U5

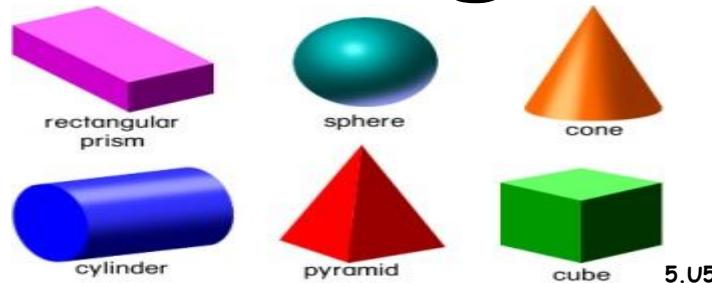
# line plot



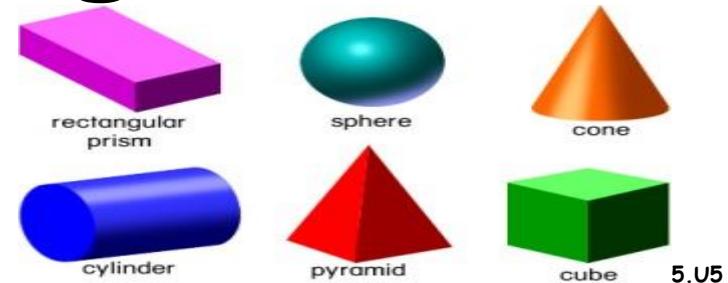
# esquema lineal



# solid figure



# figura sólida



# pints



5.05

# pintas



5.05

# gallons



5.05

# galones



5.05

**quarts**



5.U5

**cuartos**



5.U5

**fluid ounce (fl oz)**



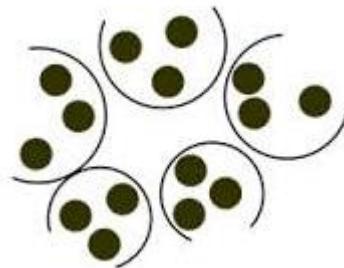
5.U5

**onzas líquidas (fl oz)**



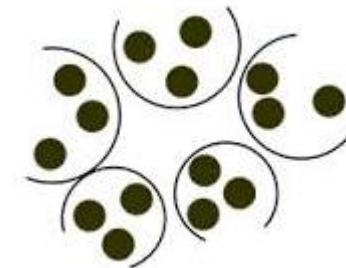
5.U5

**fair share**



5.U5

**parte justa**

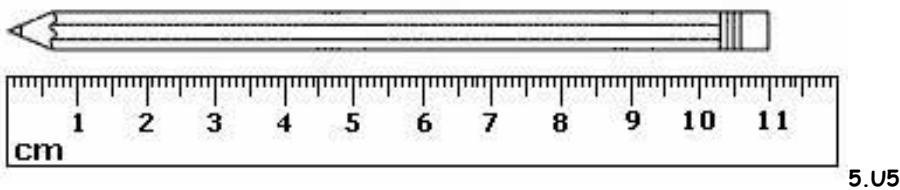


5.U5

# Metric System

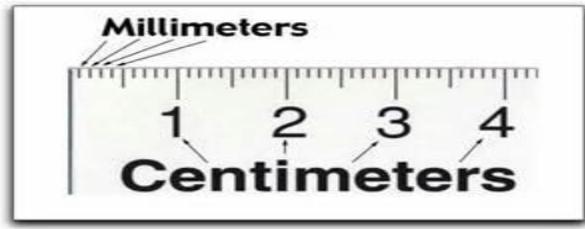
5.U5

centimeter (cm)



5.U5

millimeter (mm)

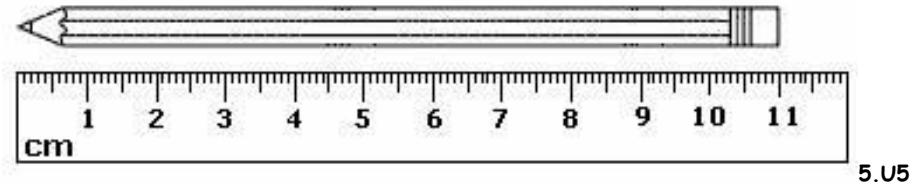


5.U5

# Sistema métrico

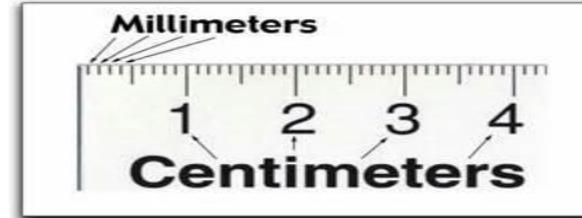
5.U5

centímetro (cm)



5.U5

milímetro (mm)



5.U5

**meter (m)**



5.U5

**metro (m)**



5.U5

**kilometer (km)**

**1000 meters**

5.U5

**kilometro (km)**

**1000 metros**

5.U5

**mass**



5.U5

**masa**



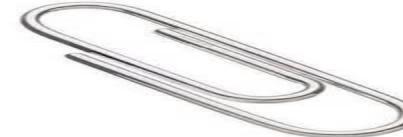
5.U5

# gram (g)



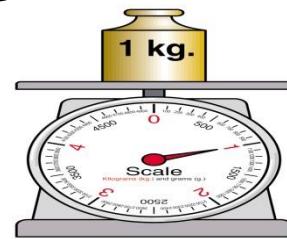
5.U5

# gramo (g)



5.U5

# kilogram (kg)



1 kilogram = 1000 grams

5.U5

# kilogramo (kg)



1 kilogram = 1000 grams

5.U5

# milligram (mg)

1000mg = 1g

5.U5

# miligramo (mg)

1000mg = 1g

5.U5

# liter (L)



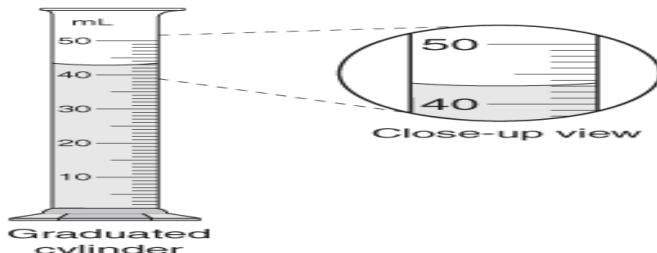
5.U5

# litro (L)



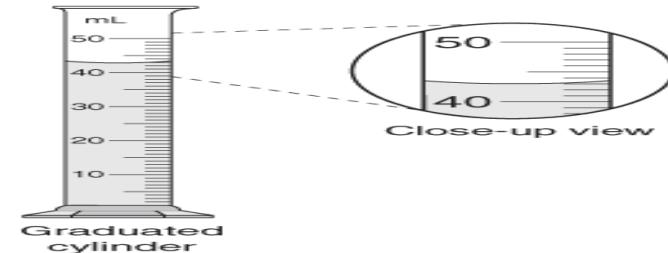
5.U5

# milliliter (mL)



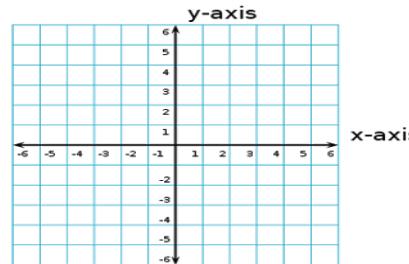
5.U5

# mililitro (mL)



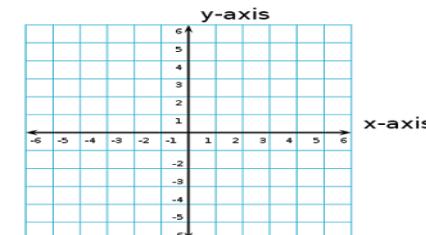
5.U5

# coordinate plane



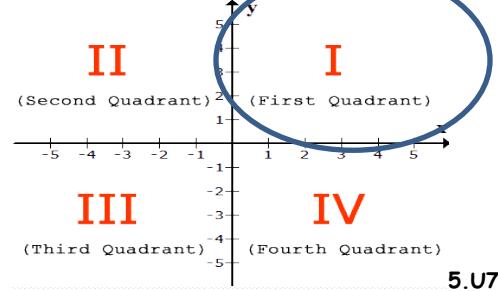
5.U7

# plano de coordenadas

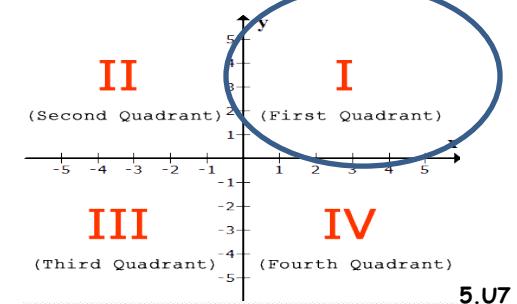


5.U7

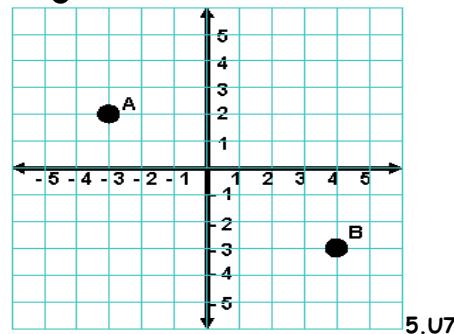
# first quadrant



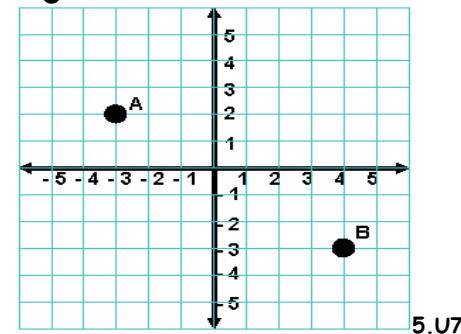
# primer cuadrante



# points



# puntos



# line



5.U7

# recta

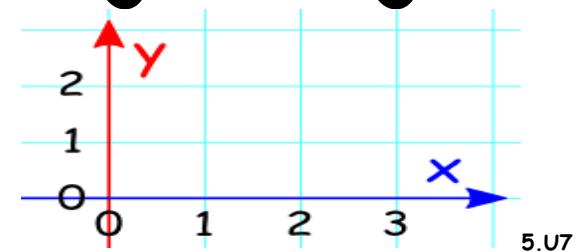


5.U7

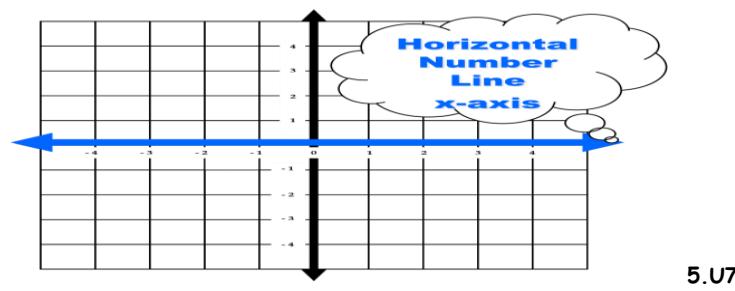
# axis/axes



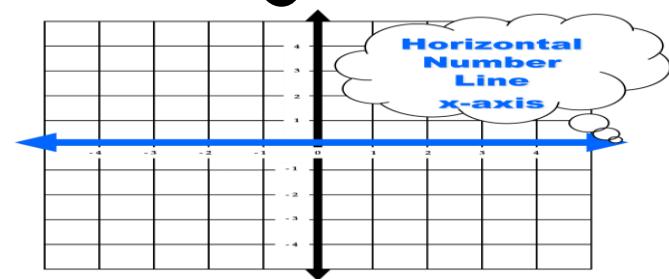
# eje/ejes



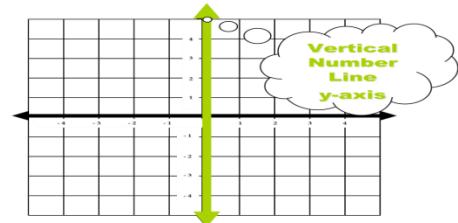
# x-axis



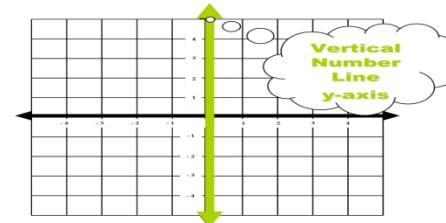
# eje s



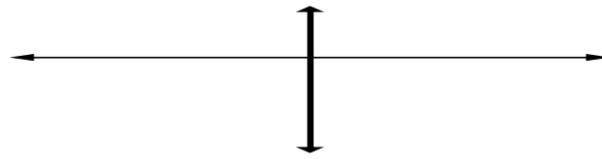
# y-axis



# eje y

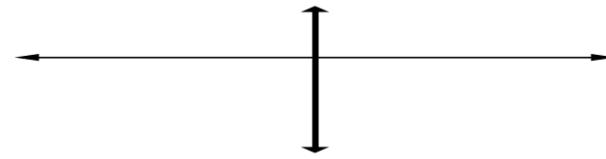


# intersection of lines



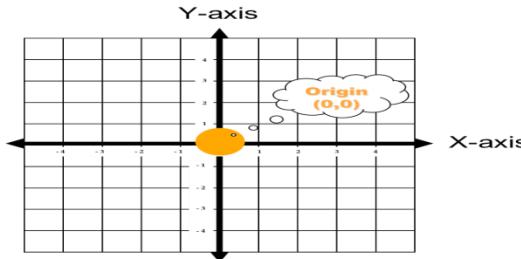
5.U7

# donde intersecan las rectas



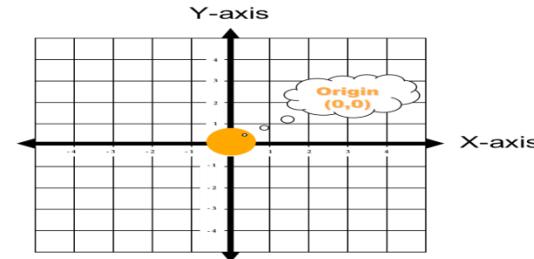
5.U7

# origin



5.U7

# origen



5.U7

# ordered pairs



5.U7

# par ordenado



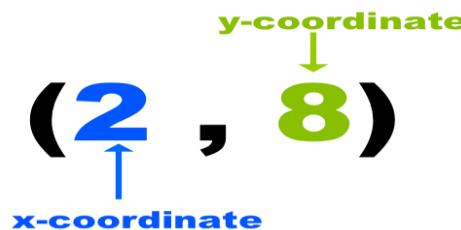
5.U7

# coordinates



5.U7

# coordenadas



5.U7

# x-coordinate

(8, 10)

5.U7

# coordenada x

(8, 10)

5.U7

# y-coordinate

(8, 10)

5.U7

# coordenada y

(8, 10)

5.U7

**sequence**

5.U7

**secuencia**

5.U7

**term**

5.U7

**término**

5.U7

**horizontal**



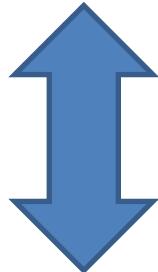
5.U7

**horizontal**



5.U7

**vertical**



5.U7

**vertical**



5.U7

**perpendicular**



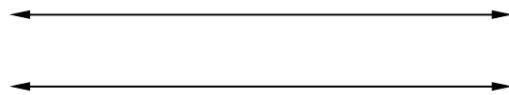
5.U7

**perpendicular**



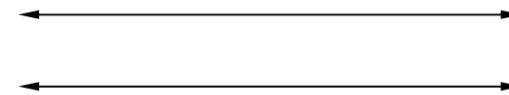
5.U7

**parallel**



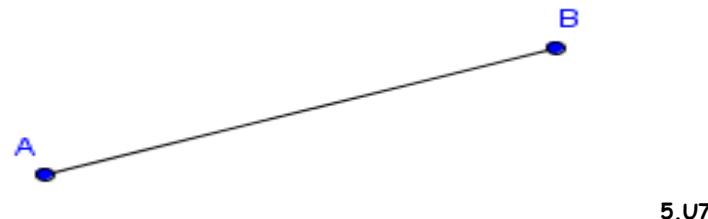
5.U7

**paralelo**



5.U7

# line segment



# segmento de recta

