Coordinates in Scratch
The x axis goes **side to side**. The y axis goes **up and down**.

Every **point** on the stage has a position on the x axis and a position on the y axis. We write that position in **parentheses** and put the x position **first**.

Example: **(-150, 50)**
A shape on the coordinate plane can be drawn by finding the coordinates of its corners.

Example:
First point: \((-75, 40)\)
Second point: \((75, 40)\)
Third point: \((75, -50)\)
Fourth point: \((-75, -50)\)
What would the script look like?

```
pen up

go to x: -75 y: 40

pen down

go to x: 75 y: 40

go to x: 75 y: -50

go to x: -75 y: -50

go to x: -75 y: 40
```