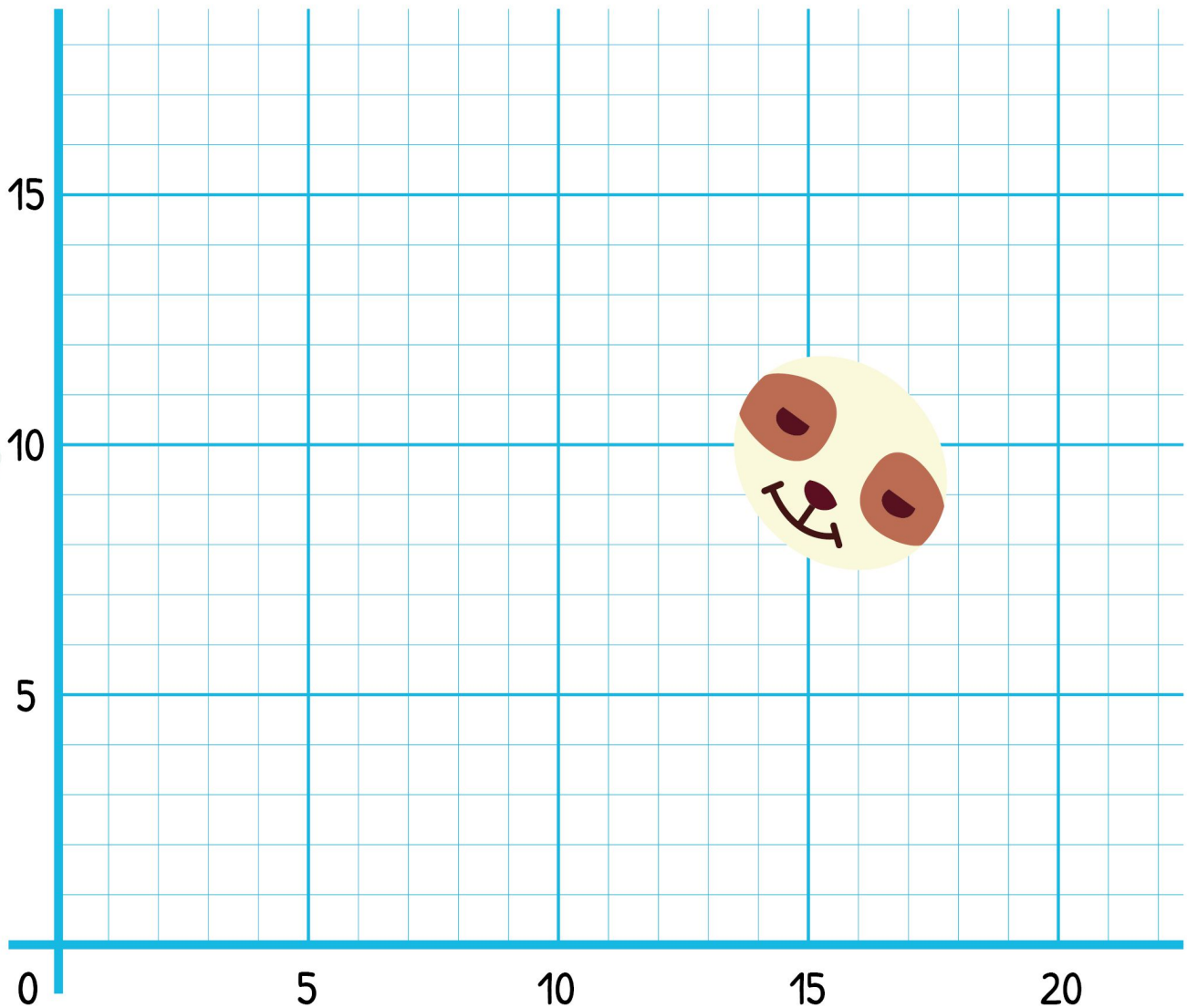# SLOTH GEOMETRY

Plot and join the dots below to create your own not so speedy sloth.

(0,8), (0,13), (1,14), (0,14), (0,16), (2,16), (1,14), (2,16), (3.5,16), (3,14), (3,13), (4,9), (5,8), (8,8), (6,11), (6,14), (5.5,16), (5,14), (4.5,16), (4,14), (3.5,16), (7,16), (6,14), (6.5,16), (9,16), (9,12), (12,8), (9,13), (9,14), (9.5,16), (10,14), (10.5,16), (11,14), (11.5,16), (12,14), (18,14), (20,16), (9,16), (11.5,16), (12,14), (12,12), (13,13), (16,13), (19,11), (19,7), (16,3), (11,0), (7,0), (2,3), (0,8)

Mathematics: ACMMG143 - Introduce the Cartesian coordinate system
using a single quadrant.