



Cartman – “South Park”

Coordinates 8



Draw a coordinate grid. Make the x-axis go from 0 to 40 squares, and the y-axis from 0 to 34 squares. Plot each point in turn, joining each new one to the last point plotted until the instructions tell you to stop.

An instruction such as (12, 6.5) means go along 12 squares on the x-axis and then go up 6 and a half squares on the y-axis.

Left Hand: (3,0), (2,1), (2,4), (1,6), (1,9), (2,10), (6,8), (7,7), (7,5), (6,4), (2,4), STOP

Head: (2,10), (3,12), (4,13), (6,14), (5,16), (4,20), (4,22), (5,26), (8,30), (10,31), (14,32), (14,31), (15,30), (16,30), (17,31), (17,30), (18,29), (19,29), (20,30), (21,29), (22,29), (23,30), (23,31), (24,30), (25,30), (26,31), (26,32), (30,31), (32,30), (35,26), (36,22), (36,20), (35,16), (34,14), (36,13), (37,12), (38,10), (39,9), (39,6), (38,4), (38,1), (37,0), STOP

Right Hand: (38,4), (34,4), (33,5), (33,7), (34,8), (38,10), STOP

Chin: (6,14), (8,12), (14,9), (18,8), (22,8), (26,9), (32,12), (34,14), STOP

2nd Chin: (8,13), (14,10), (18,9), (22,9), (26,10), (32,13), STOP

Buttons: (20,7), (20,6), (20.5,6), (20.5,7), (20,7), STOP. (20,3), (20,2), (20.5,2), (20.5,3), (20,3), STOP. (21,0), (2,8), STOP.

Mouth: (18,11.5), (19,12), (21,12), (22,11.5), STOP

Hat: (14,32), (15,33), (20,34), (25,33), (26,32), STOP

Eyes: (14,22), (13,20), (13,17), (13.5,16), (15,15), (16,15), (18,16), (19,18), (19.5,20), (19.5,21), (18,23), (15.5,23), (14, 22), STOP. (26,22), (27,20), (27,17), (26.5,16), (25,15), (24,15), (22,16), (21,18), (20.5,20), (20.5,21), (22,23), (24.5,23), (26,22), STOP

Pupils: (17.5,20) and (22.5,20)

Eyebrows: (14,24), (14.5,24.5), (19.5,24), (19,22.5), (14,24), STOP. (26,24), (25.5,24.5), (20.5,24), (21,22.5), (26,24), STOP

Hatband: (4,22), (10,24), (18,25), (22,25), (30,24), (36,22), STOP. (4,21), (10,23), (18,24), (22,24), (30,23), (36,21), STOP