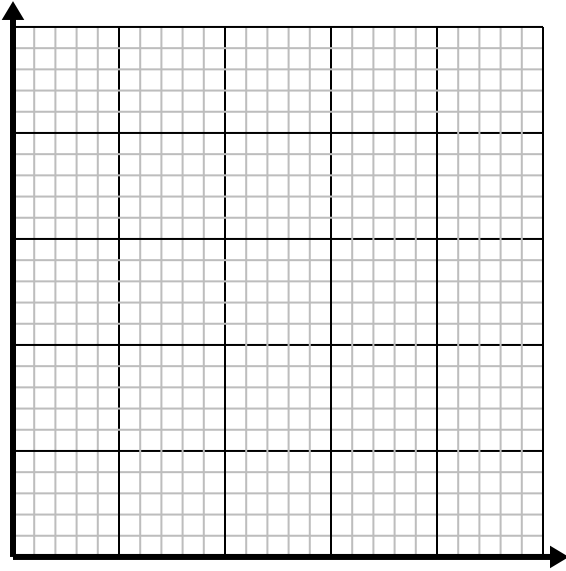




Solve each problem.

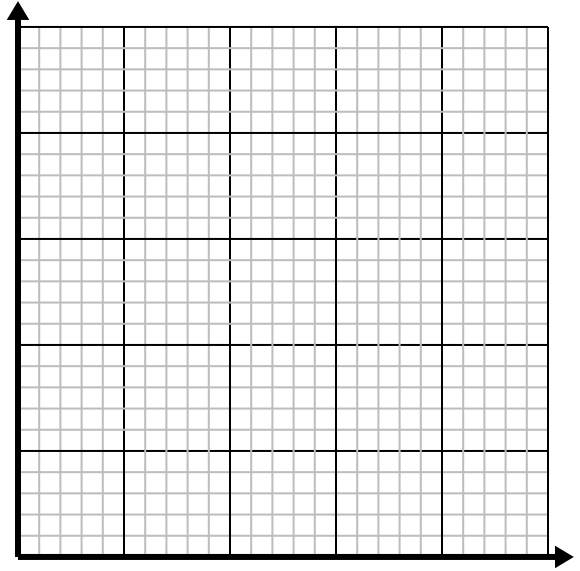
- 1) For every enemy defeated 5 points are earned.

Create a table showing the points earned for destroying up to 5 enemies, then plot the values on the coordinate plane.



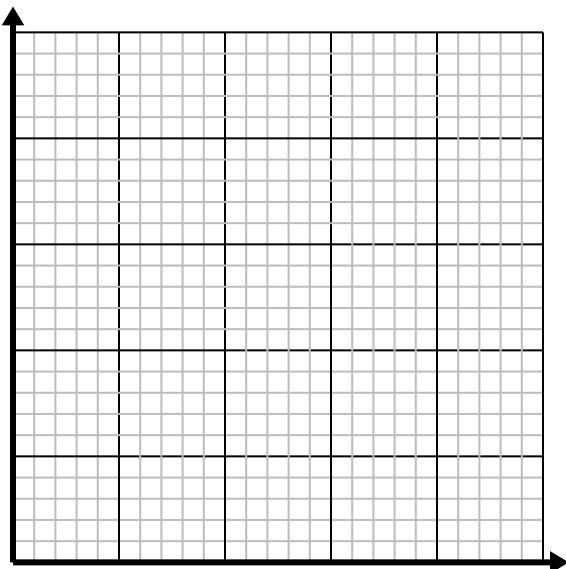
- 2) For every shirts made 4 buttons are used.

Create a table showing the buttons needed for making up to 5 shirts, then plot the values on the coordinate plane.



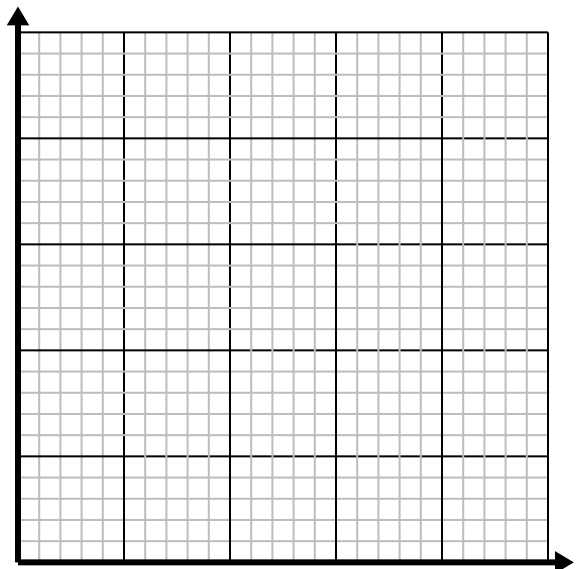
- 3) Every piece of chicken costs \$2.

Create a table showing the price for up to 5 pieces of chicken, then plot the values on the coordinate plane.



- 4) Every hour Cody walks 4 miles.

Create a table showing the miles travelled over the course of 5 hours, then plot the values on the coordinate plane.

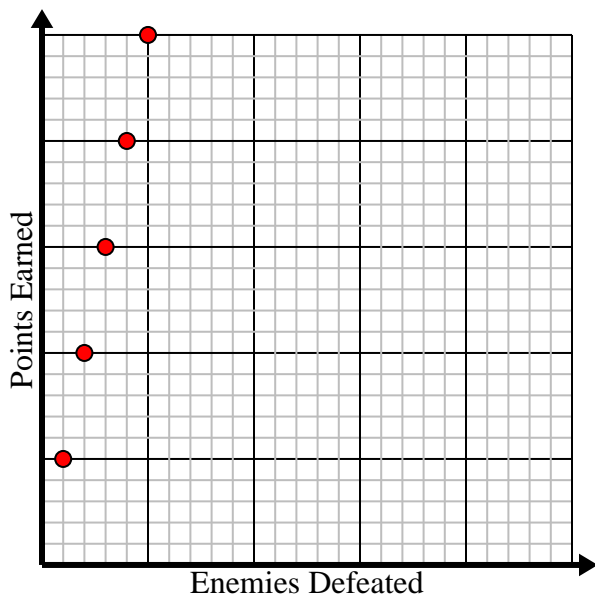




Solve each problem.

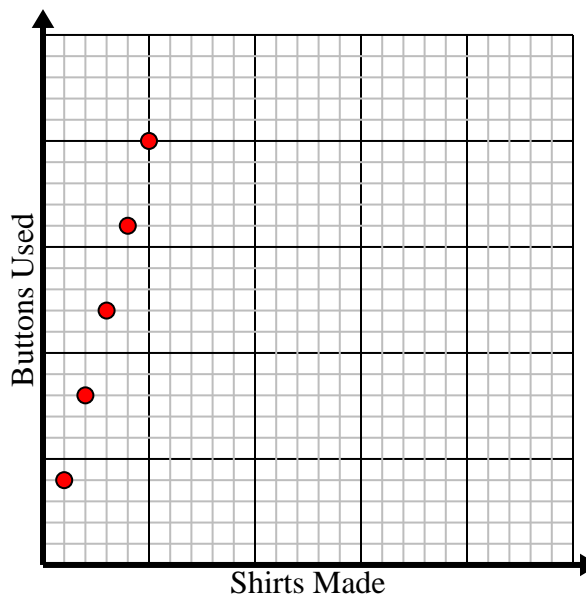
- 1) For every enemy defeated 5 points are earned.
Create a table showing the points earned for destroying up to 5 enemies, then plot the values on the coordinate plane.

Enemies Defeated	1	2	3	4	5
Points Earned	5	10	15	20	25



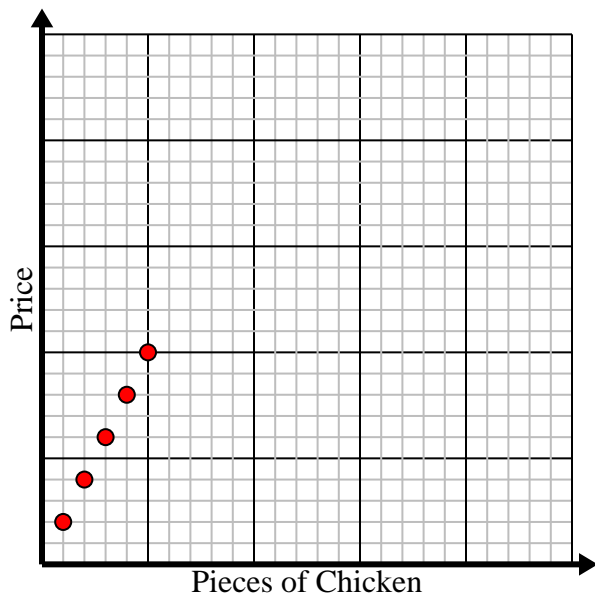
- 2) For every shirts made 4 buttons are used.
Create a table showing the buttons needed for making up to 5 shirts, then plot the values on the coordinate plane.

Shirts Made	1	2	3	4	5
Buttons Used	4	8	12	16	20



- 3) Every piece of chicken costs \$2.
Create a table showing the price for up to 5 pieces of chicken, then plot the values on the coordinate plane.

Pieces of Chicken	1	2	3	4	5
Price	2	4	6	8	10



- 4) Every hour Cody walks 4 miles.
Create a table showing the miles travelled over the course of 5 hours, then plot the values on the coordinate plane.

Hours	1	2	3	4	5
Distance (miles)	4	8	12	16	20

