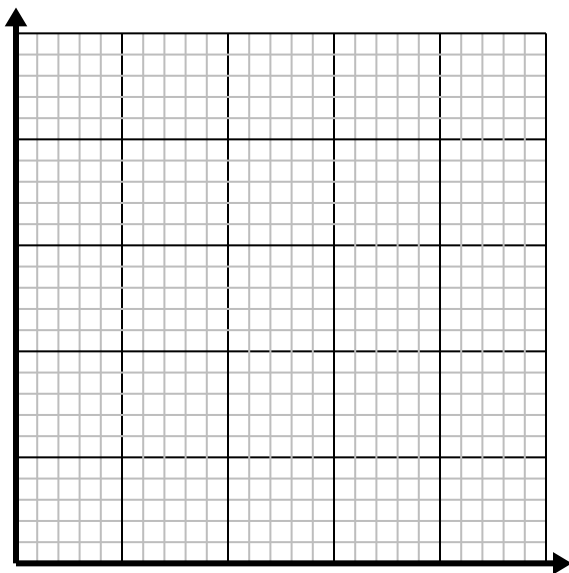




Solve each problem.

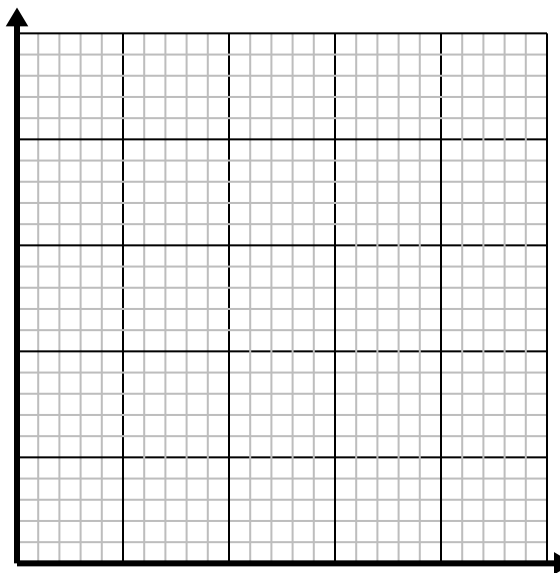
- 1) Every hour Kaleb walks 4 miles.

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



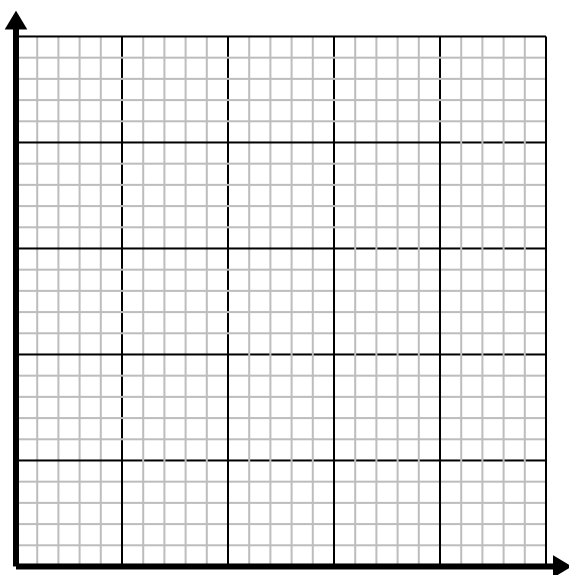
- 2) For every enemy defeated 2 points are earned.

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



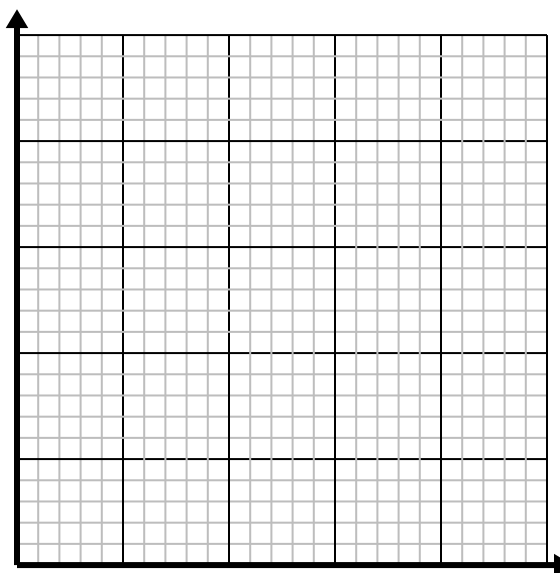
- 3) For every cup of flour 5 batches of cookies can be made.

Create a table showing the batches of cookies that can be made with up to 5 cups of flour, then plot the values on the coordinate plane.



- 4) For every shirts made 6 buttons are used.

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



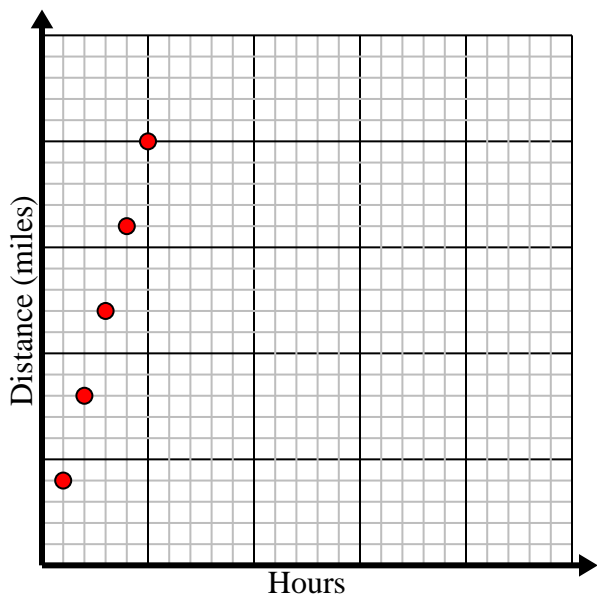


Solve each problem.

- 1) Every hour Kaleb walks 4 miles.

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

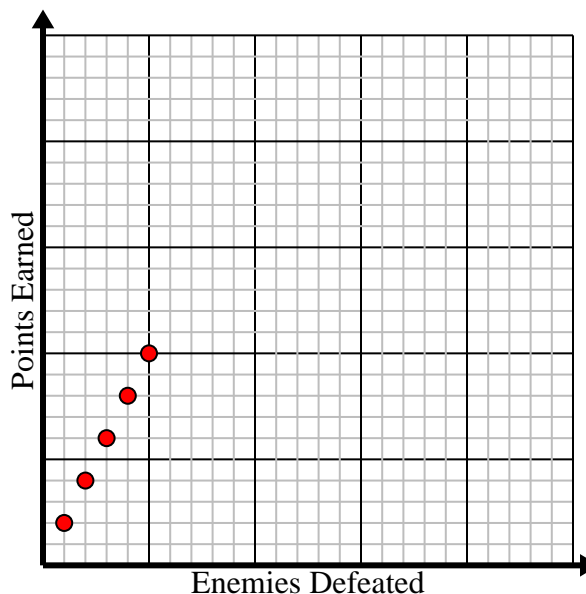
Hours	1	2	3	4	5
Distance (miles)	4	8	12	16	20



- 2) For every enemy defeated 2 points are earned.

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

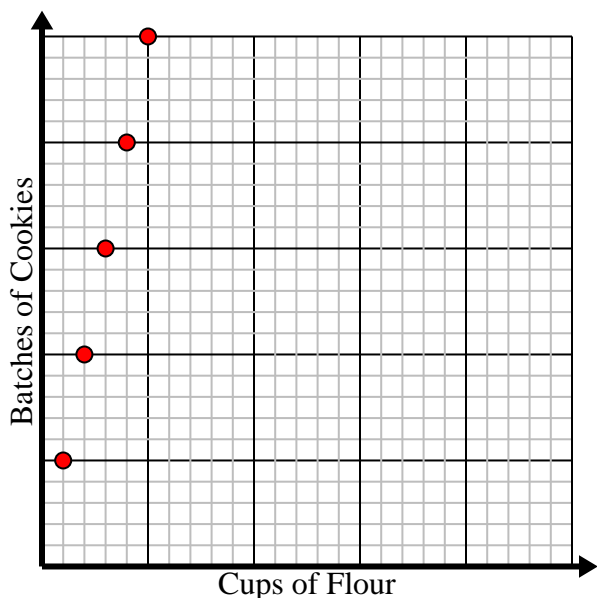
Enemies Defeated	1	2	3	4	5
Points Earned	2	4	6	8	10



- 3) For every cup of flour 5 batches of cookies can be made.

Create a table showing the batches of cookies that can be made with up to 5 cups of flour, then plot the values on the coordinate plane.

Cups of Flour	1	2	3	4	5
Batches of Cookies	5	10	15	20	25



- 4) For every shirts made 6 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	6	12	18	24	30

