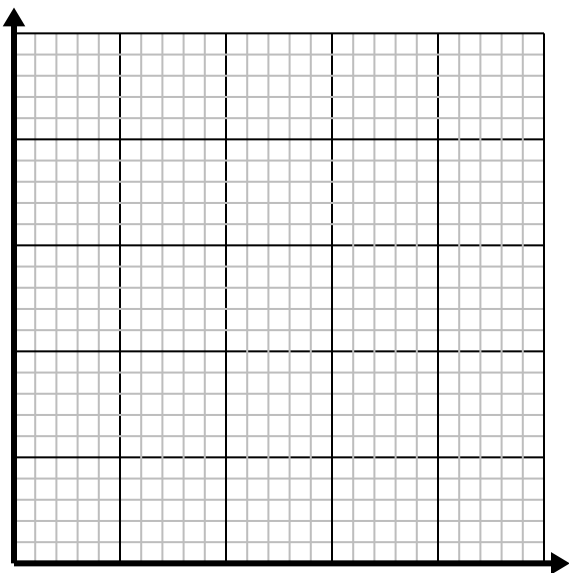


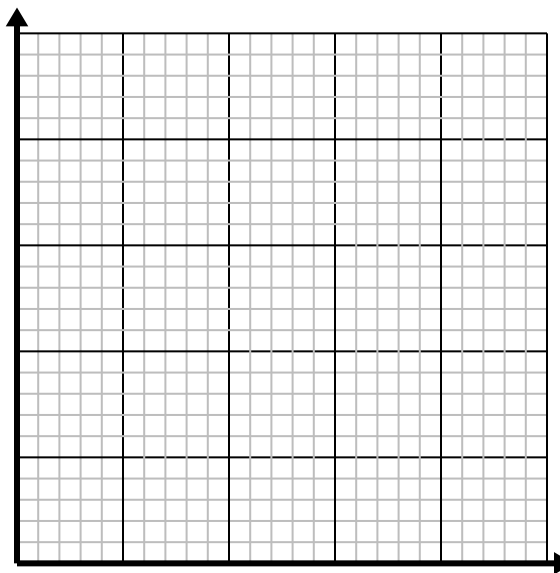


Solve each problem.

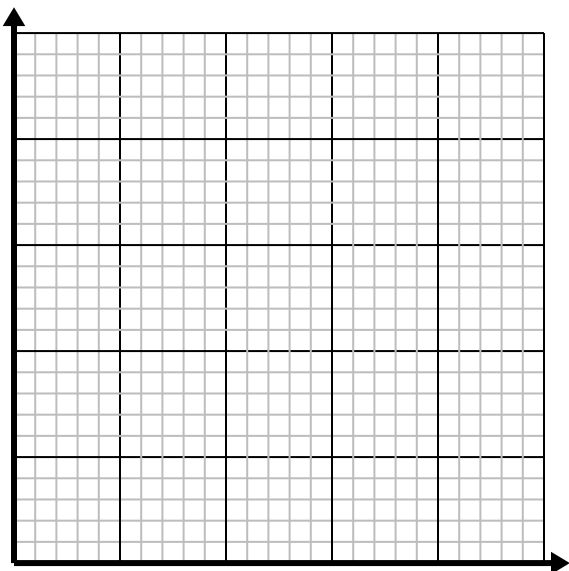
- 1) For every shirts made 6 buttons are used.
Create a table showing the buttons needed for making up to 5 shirts, then plot the values on the coordinate plane.



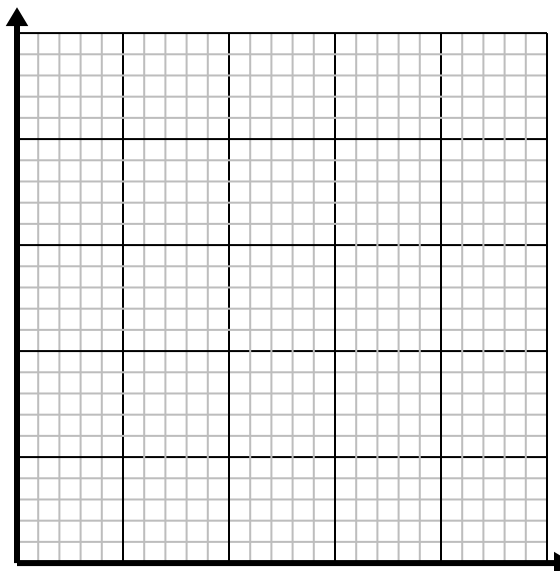
- 2) Every box of candy has 2 pieces of candy.
Create a table showing the pieces of candy in up to 5 boxes, then plot the values on the coordinate plane.



- 3) Every minute 3 books are printed.
Create a table showing the books printed over the course of 5 minutes, then plot the values on the coordinate plane.



- 4) For every enemy defeated 4 points are earned.
Create a table showing the points earned for destroying up to 5 enemies, then plot the values on the coordinate plane.



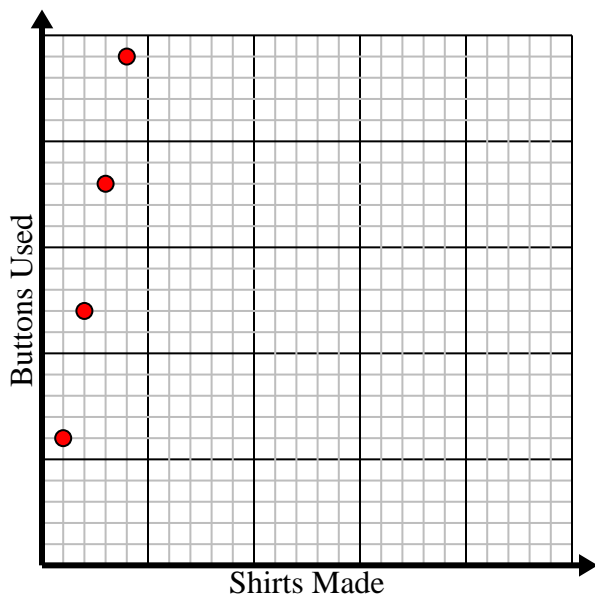


Solve each problem.

- 1) 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.

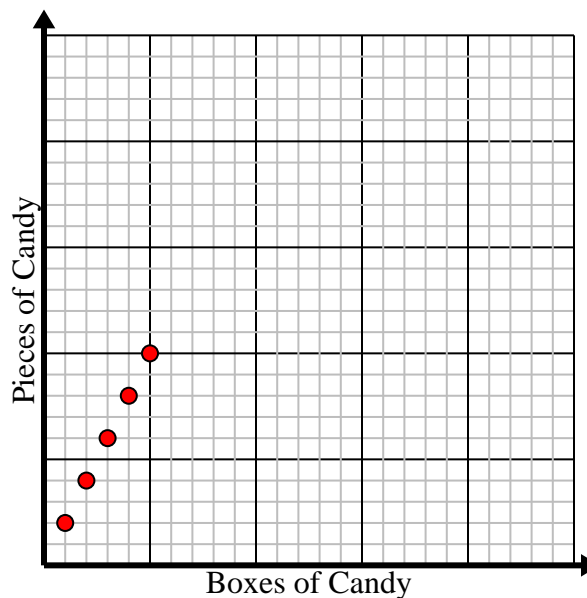
Shirts Made	1	2	3	4	5
Buttons Used	6	12	18	24	30



- 2) Every box of candy has 2 pieces of candy.

Create a table showing the pieces of candy in up to 5 boxes, then plot the values on the coordinate plane.

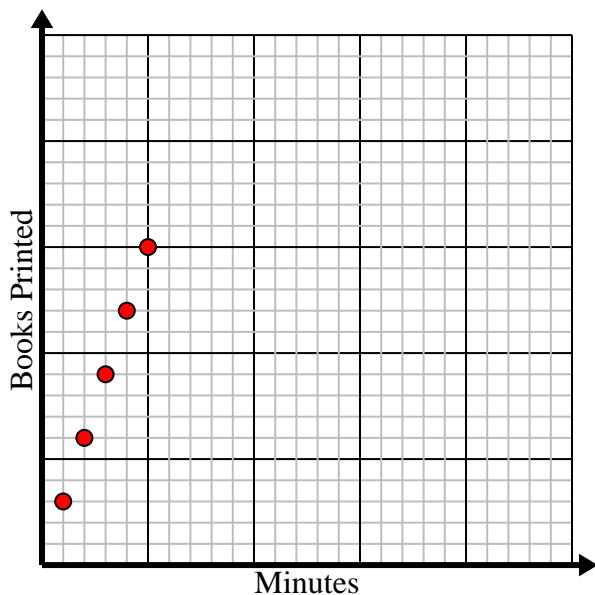
Boxes of Candy	1	2	3	4	5
Pieces of Candy	2	4	6	8	10



- 3) Every minute 3 books are printed.

Create a table showing the books printed over the course of 5 minutes, then plot the values on the coordinate plane.

Minutes	1	2	3	4	5
Books Printed	3	6	9	12	15



- 4) For every enemy defeated 4 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	4	8	12	16	20

