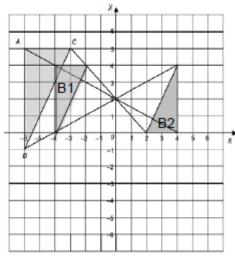
M1.



B1 for any correctly sized and orientated triangle anywhere.

B1 for 2 vertices correct.

B1 for three rays from corners that pass through (0, 2) and

go as far as x = 1

2

B1 for enlargement of $\frac{1}{3}$