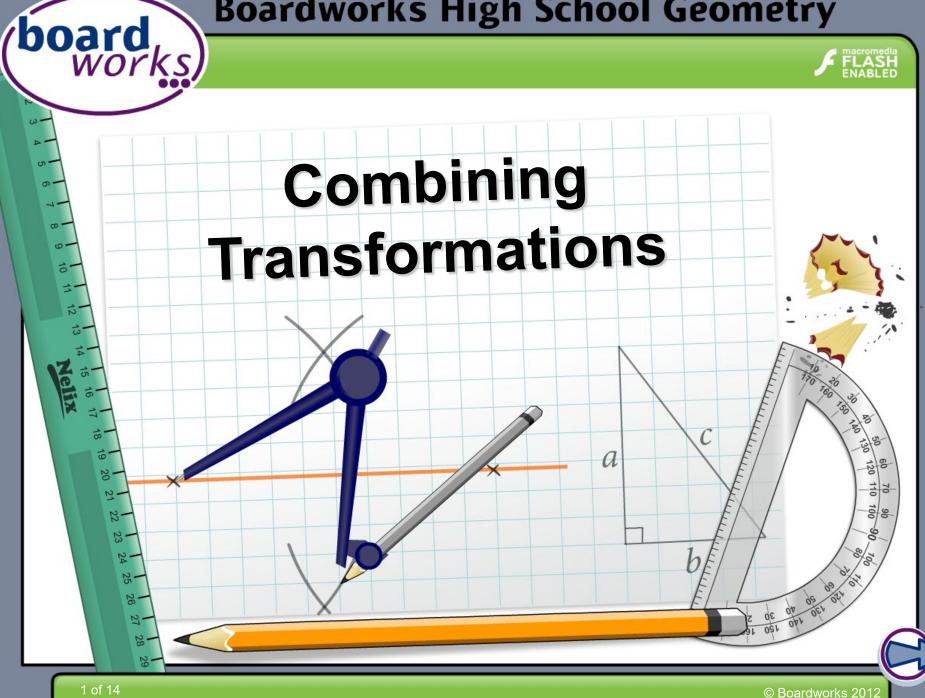
### **Boardworks High School Geometry**

F**LASH** ENABLED





#### **Common core icons**



This icon indicates a slide where the Standards for Mathematical Practice are being developed. Details of these are given in the Notes field.



Slides containing examples of mathematical modeling are marked with this stamp.



This icon indicates an opportunity for discussion or group work.



#### The Standards for Mathematical Practice outlined in the

Common Core State Standards for Mathematics describe varieties of expertise that mathematics educators at all levels should seek to develop in their students.

These are:

- 1) Make sense of problems and persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 3) Construct viable arguments and critique the reasoning of others.
- 4) Model with mathematics.
- 5) Use appropriate tools strategically.
- 6) Attend to precision.
- 7) Look for and make use of structure.
- 8) Look for and express regularity in repeated reasoning.



This icon indicates that the slide contains activities created in Flash. These activities are not editable.



This icon indicates teacher's notes in the Notes field.

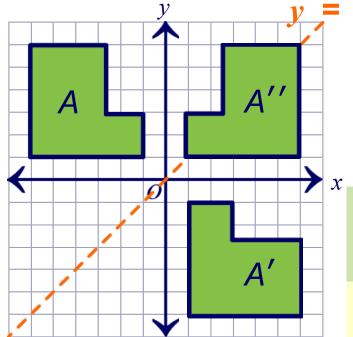


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Shape A is reflected across the line y = x to give its image A'.

A' is rotated 90° about the origin to give the image A''.



Combinations of transformations can often be described as one transformation.

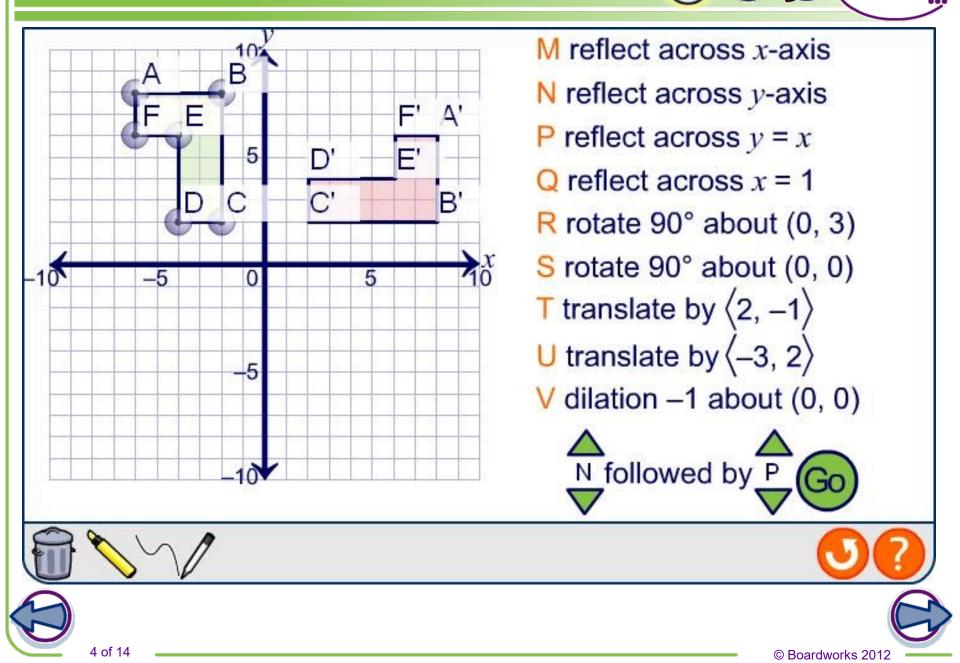
What single transformation will map shape A onto A''?

Reflection of *A* across the *y*-axis.





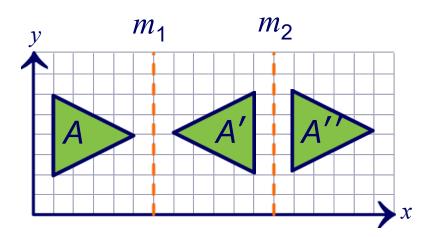
### **Combining transformations**



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Lines of reflection  $m_1$  and  $m_2$  are parallel.



Reflect shape A across  $m_1$  to produce the image A'.

Then reflect shape A' across  $m_2$  to produce the image A''.

How can we map A onto A'' in a single transformation?

Translate A 12 units along the x-axis.

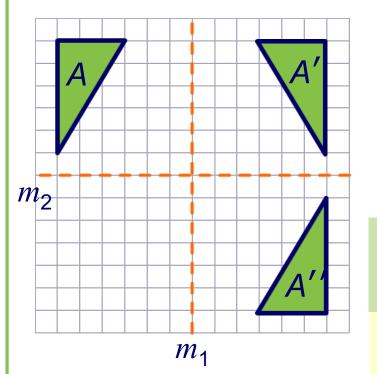


Reflecting an object in two parallel lines of reflection is equivalent to a single translation.





Lines of reflection  $m_1$  and  $m_2$  are perpendicular.



Reflect shape A across  $m_1$  to produce the image A'.

Then reflect shape A' across  $m_2$  to produce the image A''.

How can we map A onto A'' in a single transformation?

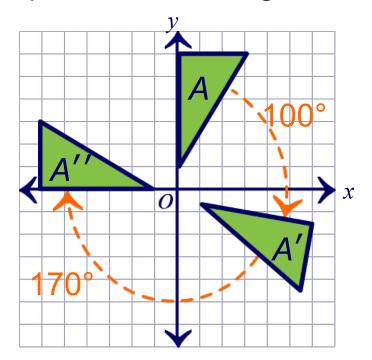
Rotate A 180° about the point of intersection of  $m_1$  and  $m_2$  to produce the image A''.

Reflection in two perpendicular lines is equivalent to a single rotation of 180° about the point of intersection.





## Rotate shape A through 100° clockwise about point O to produce the image A'.



Then rotate shape A' through 170° clockwise about the origin to produce the image A''.

## How can we map A onto A'' in a single transformation?

Rotate shape A 270° clockwise or 90° counterclockwise.

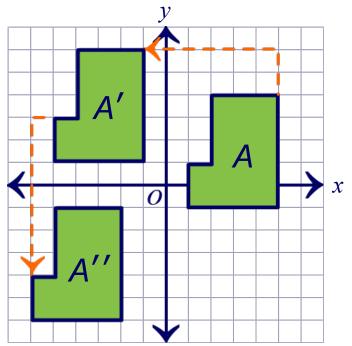
Two rotations about the same center are equivalent to a single rotation about the same center.







### Translate shape A by the vector $\langle -6, 2 \rangle$ .



Then translate A' by the vector  $\langle -1, -7 \rangle$  to give A''.

# How can we map A onto A'' in a single transformation?

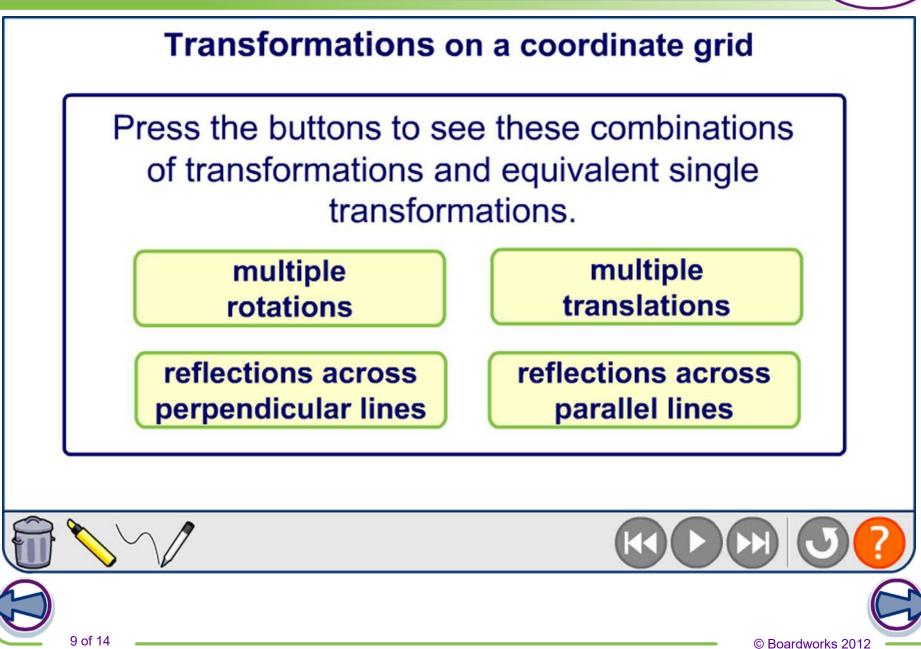
The vectors can be added together to find the overall translation. Map *A* onto *A*'' by translating it by  $\langle -7, -5 \rangle$ .

Two or more consecutive translations are equivalent to a single translation.



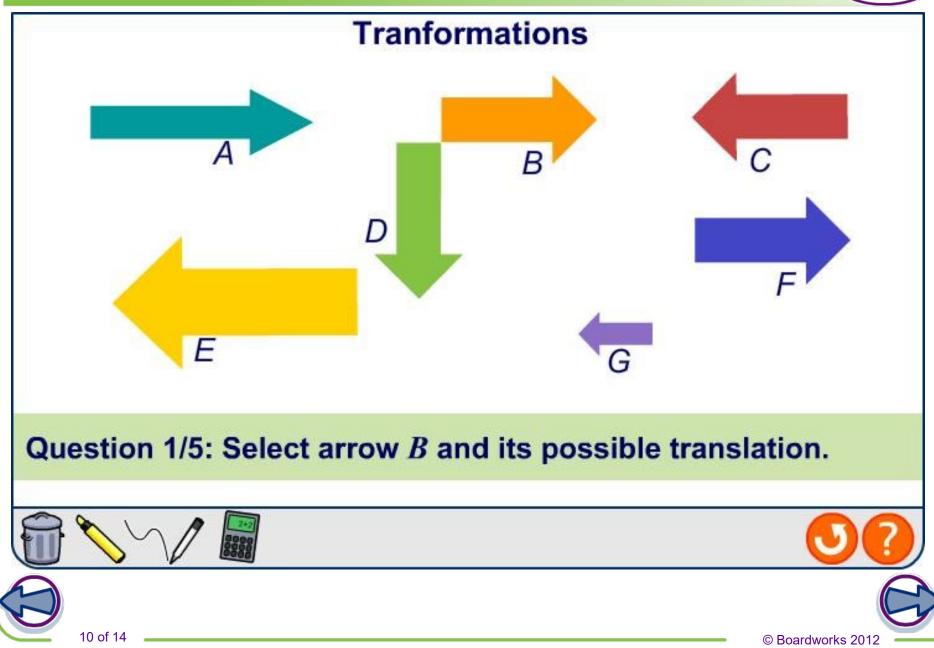






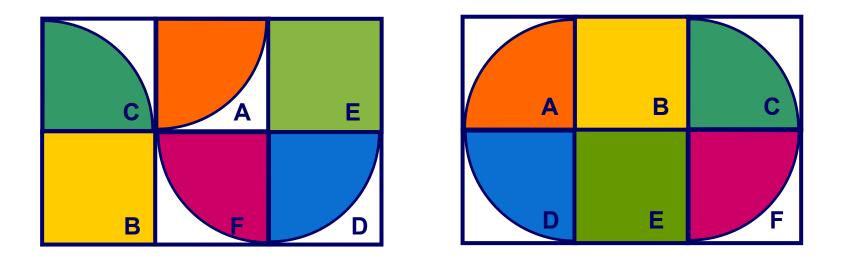
### **Transformed shapes**







This pattern for a stained glass window is based on a 3 by 2 grid. Each tile is labeled A-F.

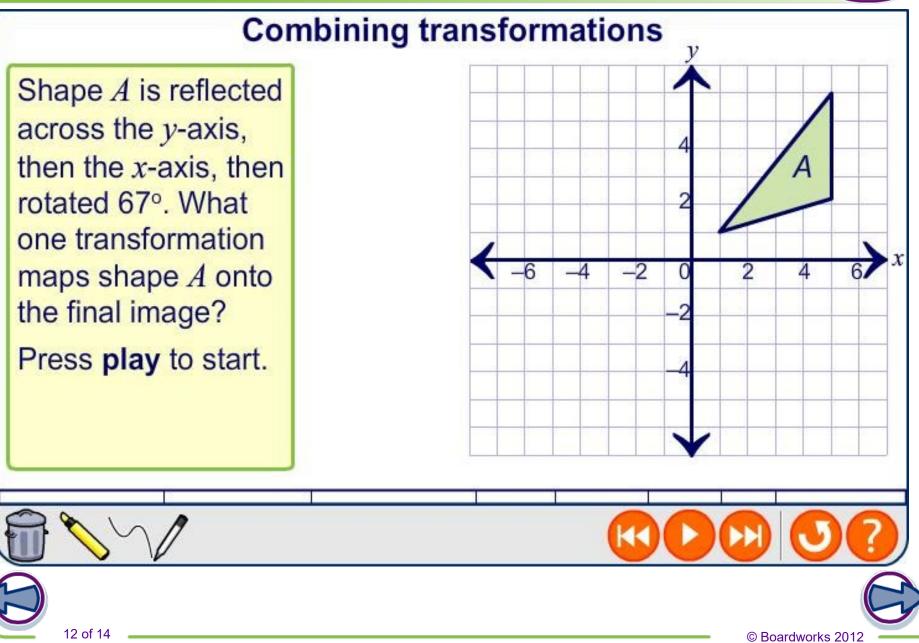


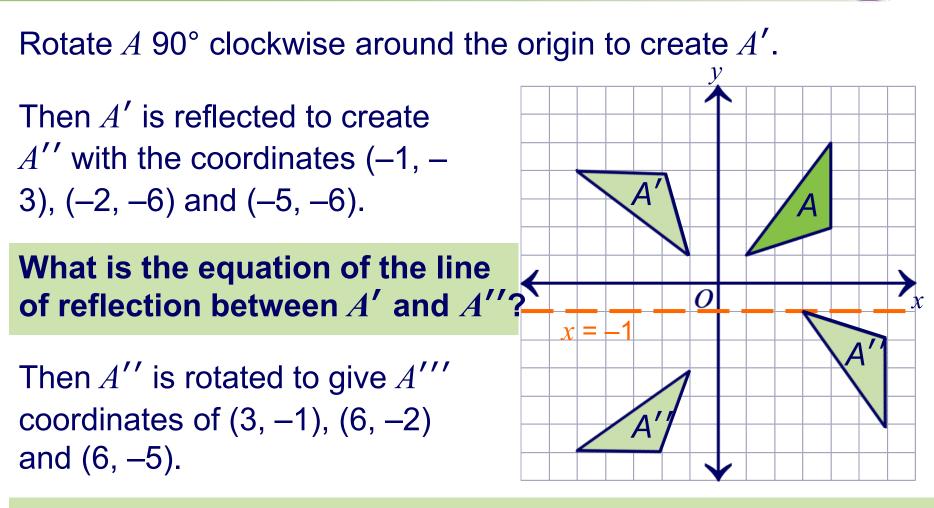
Describe possible transformations (translation, rotation, reflection) for each square to make the design on the right from the layout on the left.











What is the degree of rotation between A'' and A'''?

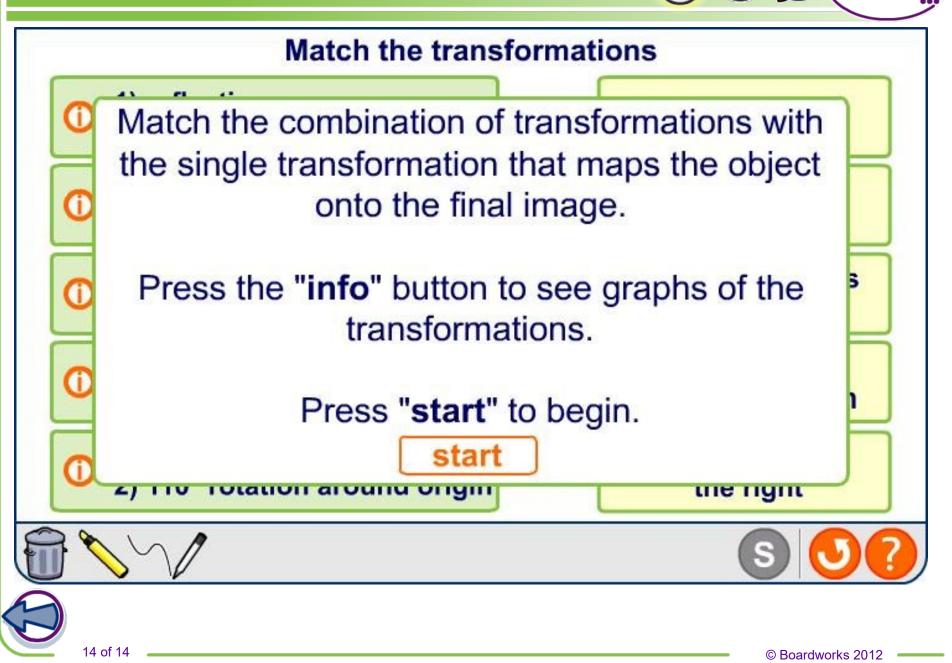


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### Summary



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