

# 9.1 – Symmetry

## **Linear Symmetry**

When parts of a figure are \_\_\_\_\_ images of each other around a line.

#### **Rotational (Point) Symmetry**

A figure is said to have rotational (or point) symmetry when you are able to \_\_\_\_\_ an object to see if it will eventually look the same before it can be

#### Isometry

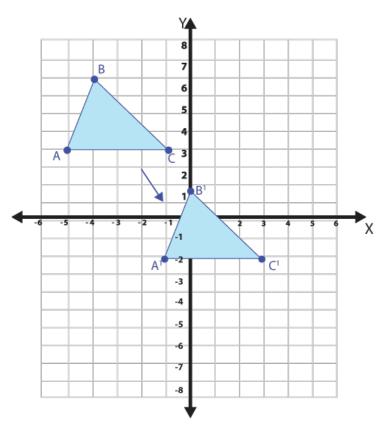
An isometry is a transformation that \_\_\_\_\_\_ the size and shape of a figure, meaning that the object is simply moved to a different location, turned, or flipped over. Shapes are thus

#### **Translation**

a figure from one place to another without turning or flipping it. The new figure is congruent to the original one.

## **Translation Rule**

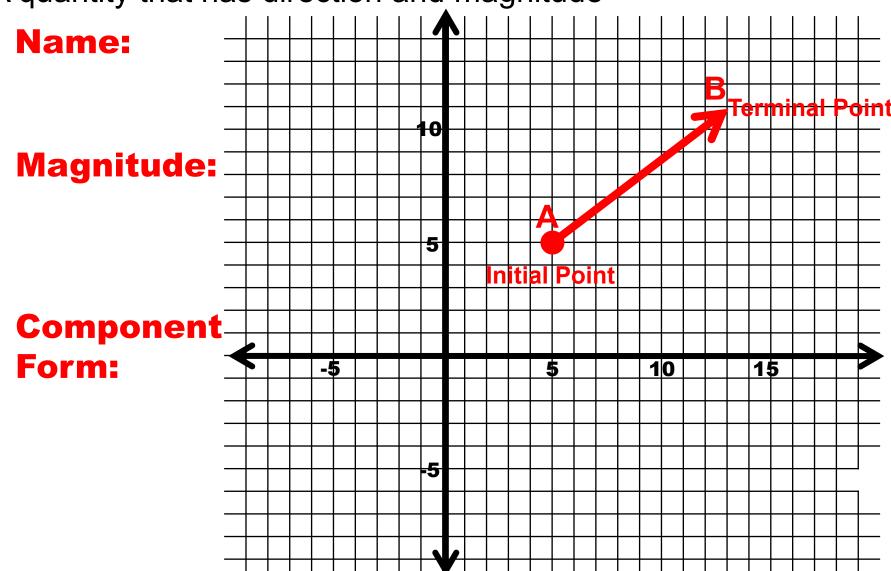
This describes how to move a shape (pre-image) to create a new shape (image) without changing its size or shape.



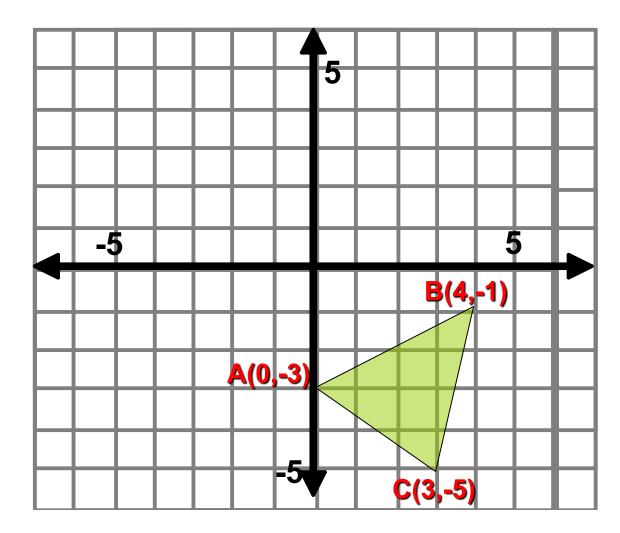
1) What is the translation rule for the following:

# Vector

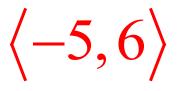
A quantity that has direction and magnitude



#### Vectors

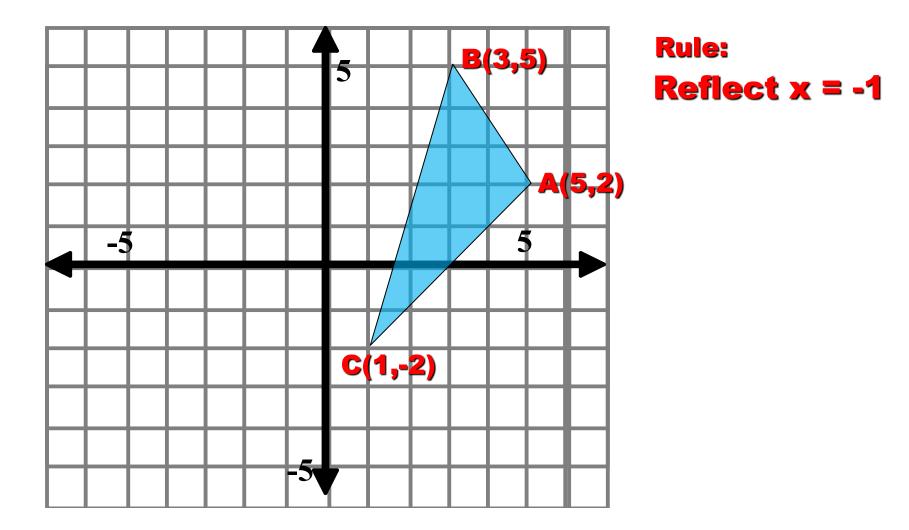


Translate using the components of the vector:



# <u>9.3 – Reflections</u>

The mirror image of an object across a line or a point.



# <u>9.4 – Rotations</u>

#### The turning of a figure on a coordinate plane.

## **Rules**

## Rotating 90° CCW (270° CW)

- Switch the \_\_\_\_\_ coordinate and the \_\_\_\_\_ coordinate.
- Change the first number to the \_\_\_\_\_\_.

## Rotating 180° CCW (or CW)

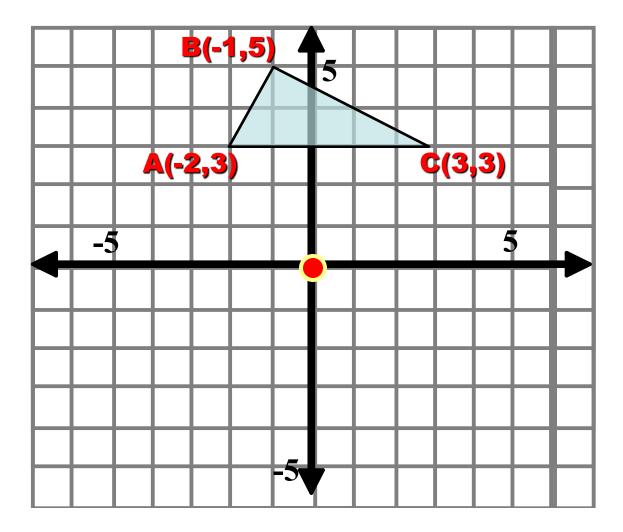
Change the first and second number to the \_\_\_\_\_\_.

#### Rotating 270° CCW (90° CW)

- Switch the \_\_\_\_\_ coordinate and the \_\_\_\_\_ coordinate.
- Change the second number to the \_\_\_\_\_\_.

## 9.4 - Rotations

#### **Rotate the figure 270° counter-clockwise around the origin**



# 9.5 – Composition of Transformations

This is when a transformation is applied to a figure, and then another transformation is applied to its

#### **Types**

## **Glide Reflection**

A combination of a and a reflection.

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#### **Reflection over Parallel Lines**

A reflection over two parallel lines is equivalent to a

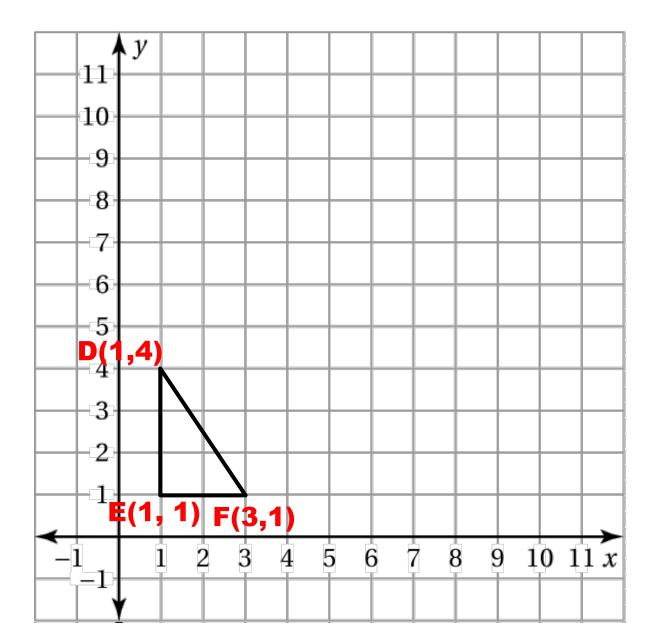
#### **Reflection over Two Intersecting Lines**

A reflection over two intersecting lines is equivalent to a



A type of transformation that produces a \_\_\_\_\_\_ figure by either \_\_\_\_\_\_ or \_\_\_\_\_ the size of the figure.

# The vertices of a triangle are D (1, 4), E (1, 1), ad F (3, 1). Draw its image after a dilation with a scale factor of 2. Identify the type of dilation.



# <u>9.7 – Tessellations</u>

- Know what a tessellation is
- Know and apply these notable tessellations:
  - Regular Tessellation
  - Semi-Regular Tessellation
  - Monohedral Tessellation
  - Translational Tessellation
  - Glide Reflection Tessellation
  - Rotational Tessellation
- Know how to name a semi-regular tessellation.