

Name: _____

Date: Feb 21

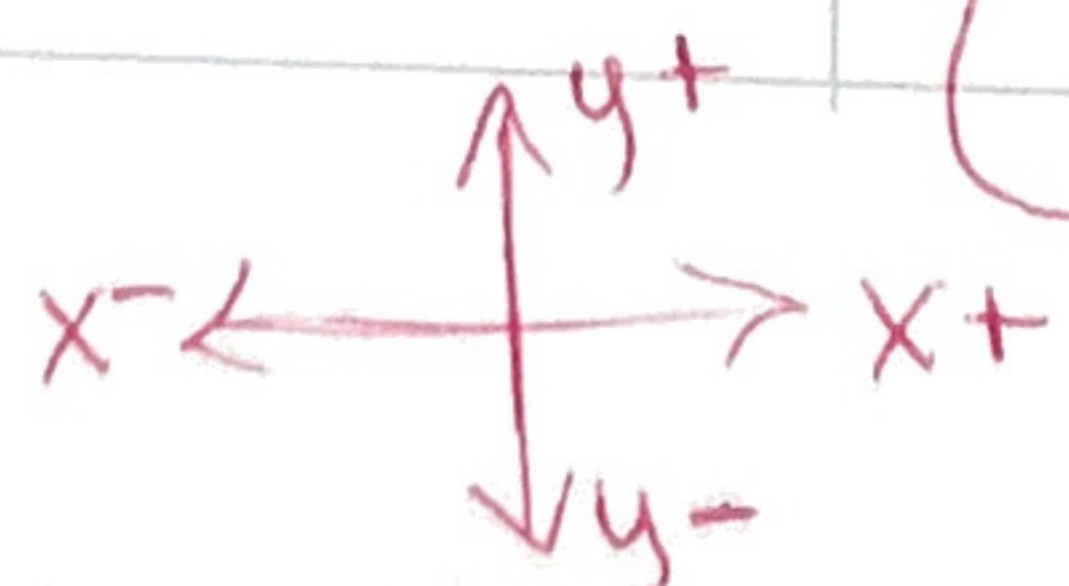
Hour: 2nd

Unit 6A: Day 11: Isometries Review

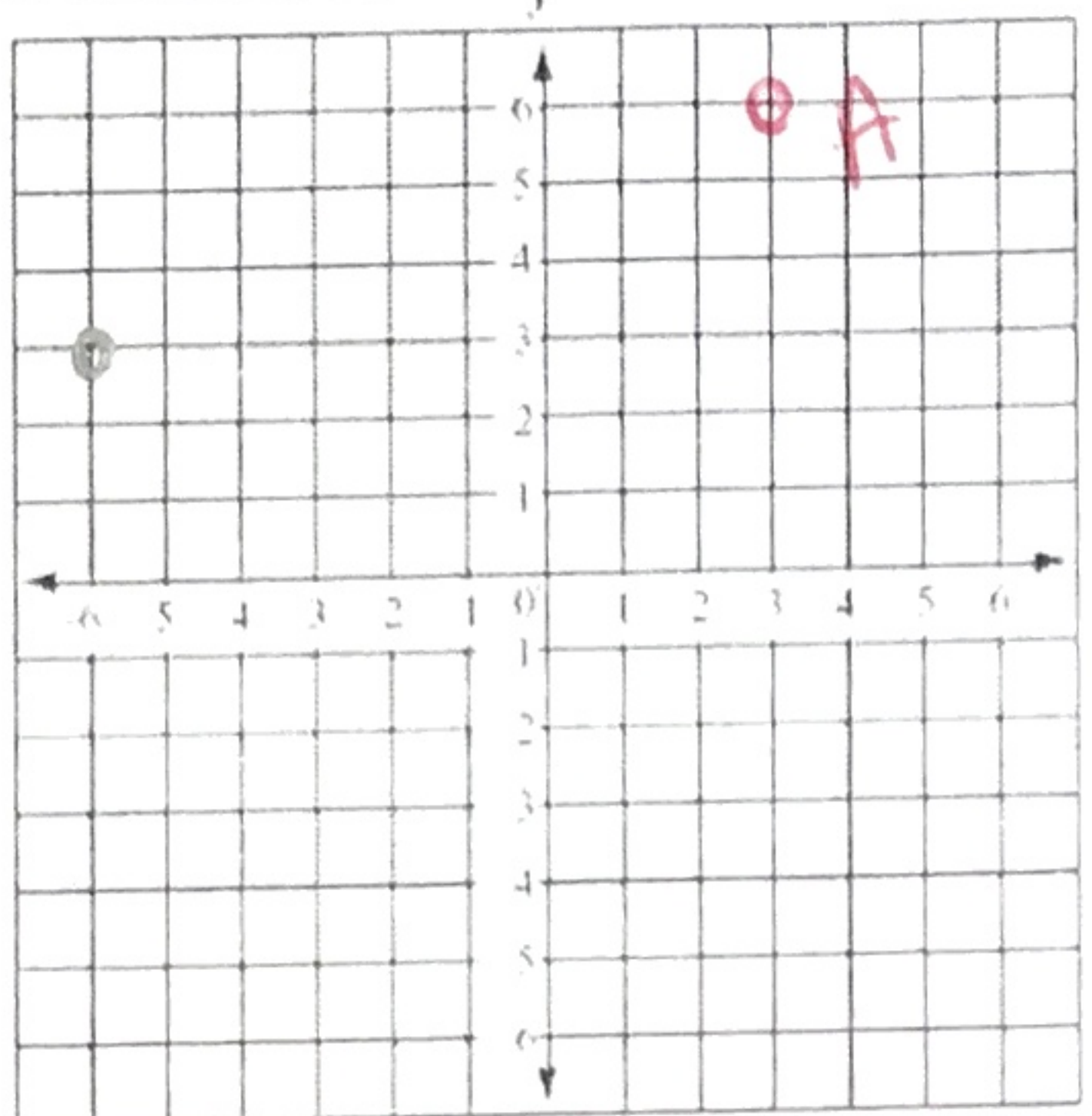
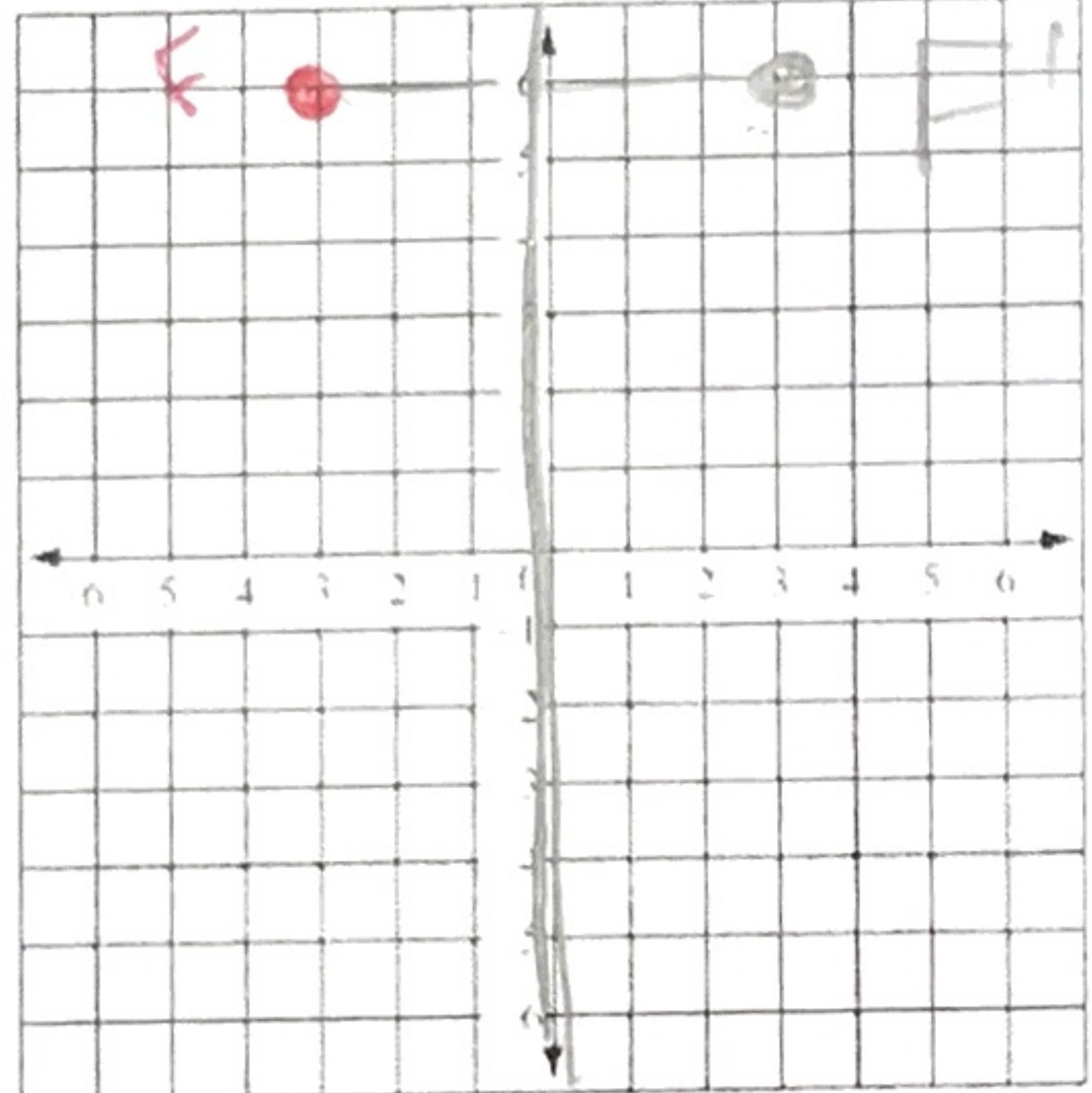
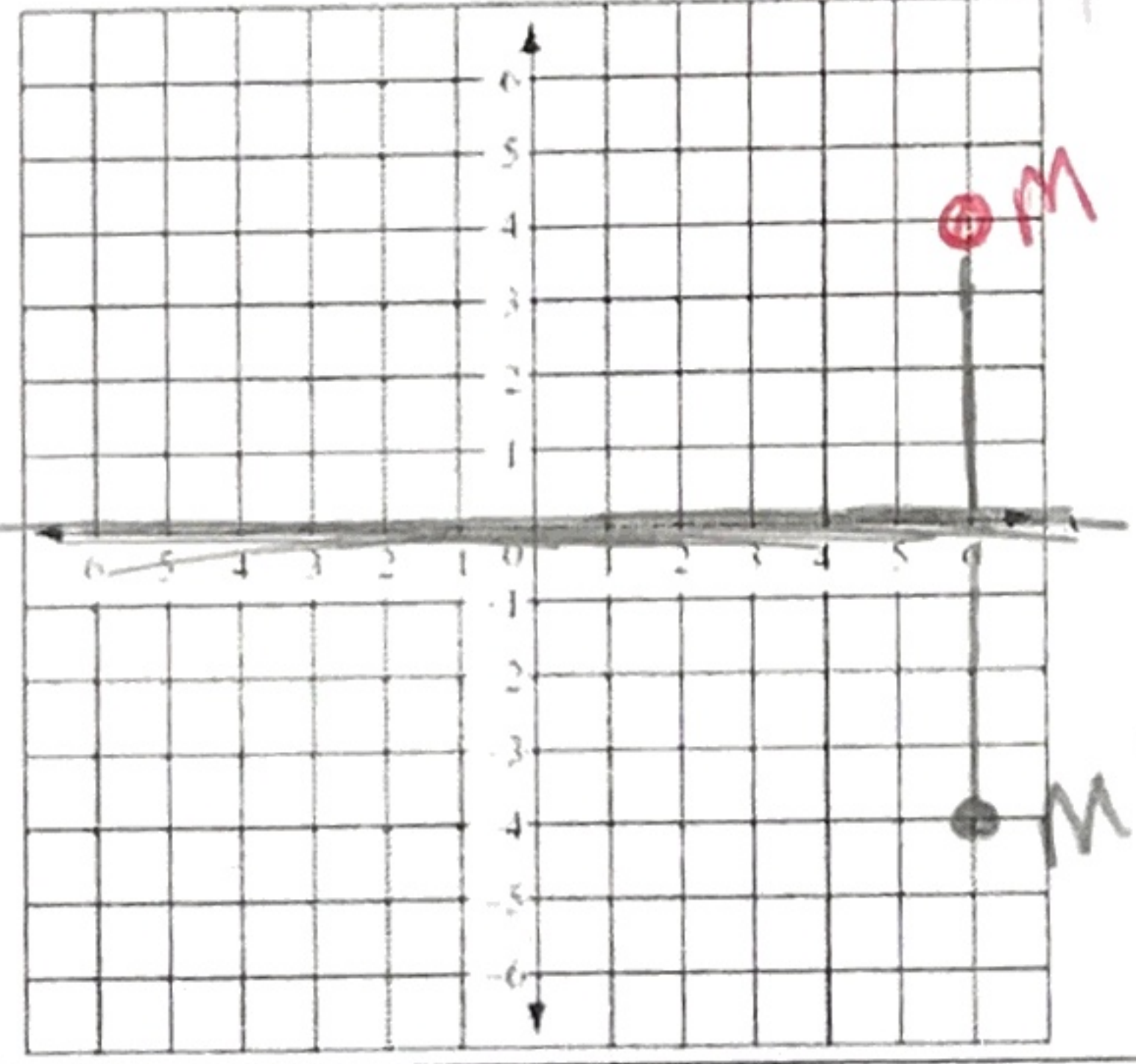
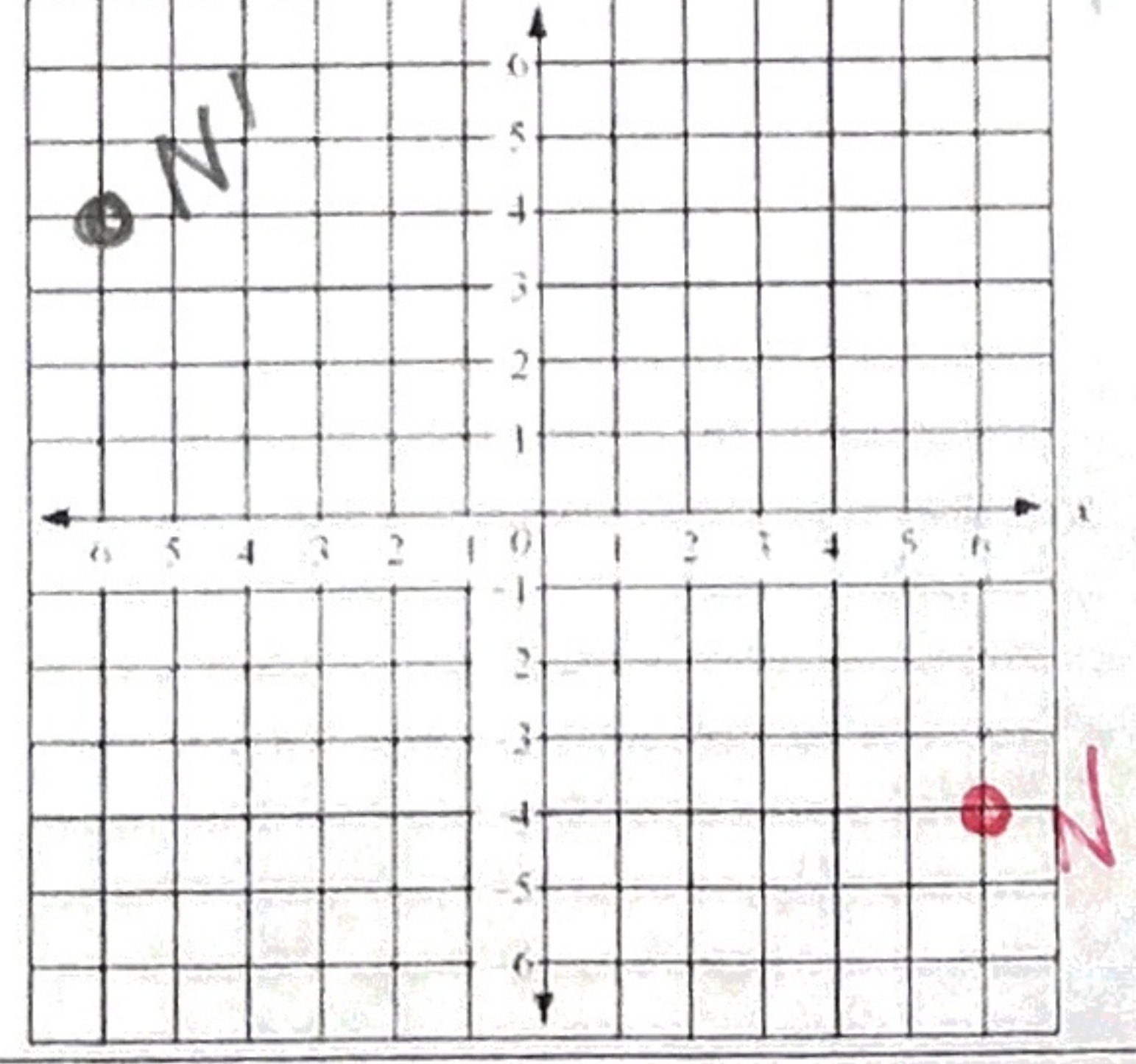
Focus Question: *What are all the rules to keep straight?*

a transformation that does not change the size

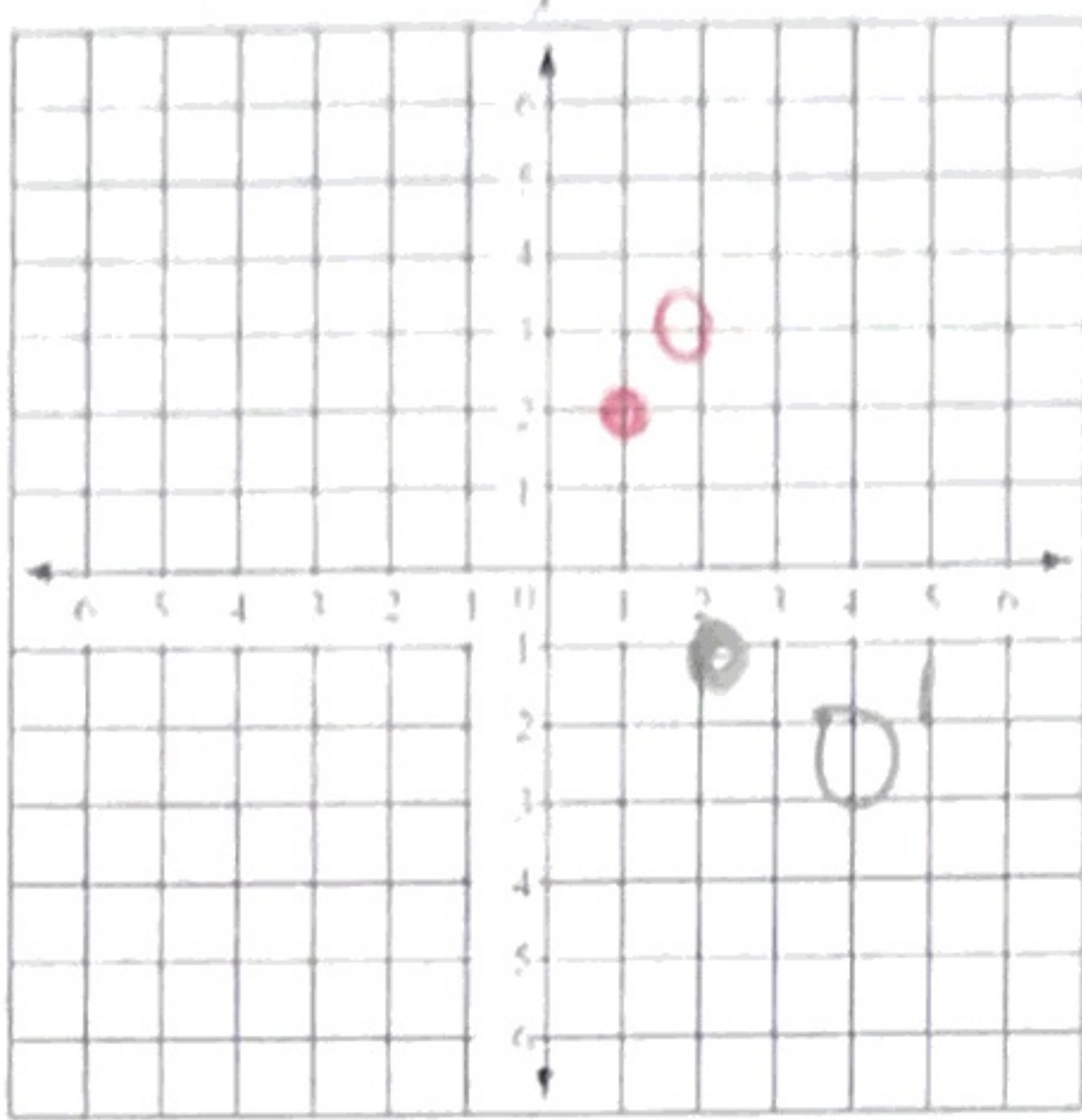
Isometry	Definition		What a picture looks like
Reflection	<p><u>Congruent</u> \cong <u>same shape, same size</u></p> <p><i>flip over a line</i></p>	<p>Reflect over x axis</p> <p>Reflect over y axis</p> <p>Reflect over $y = x$</p>	
Rotation	<p><i>Turn around a point (origin)</i></p> <p><i>* degrees</i></p> <p><i>* direction</i></p> <p><i>cc</i> <i>cl</i></p> <p>↙ ↘</p>	<p>Rotate 90° clockwise</p> <p>Rotate 180°</p> <p>Rotate 90° counter-clockwise</p>	
Translation	<p><i>slide (shift or move) in a direction</i></p>	<p>Up</p> <p>Down</p> <p>Right</p> <p>Left</p>	<p>$y + \#$</p> <p>$y - \#$</p> <p>$x + \#$</p> <p>$x - \#$</p>



$(x, y) \rightarrow (\quad , \quad)$

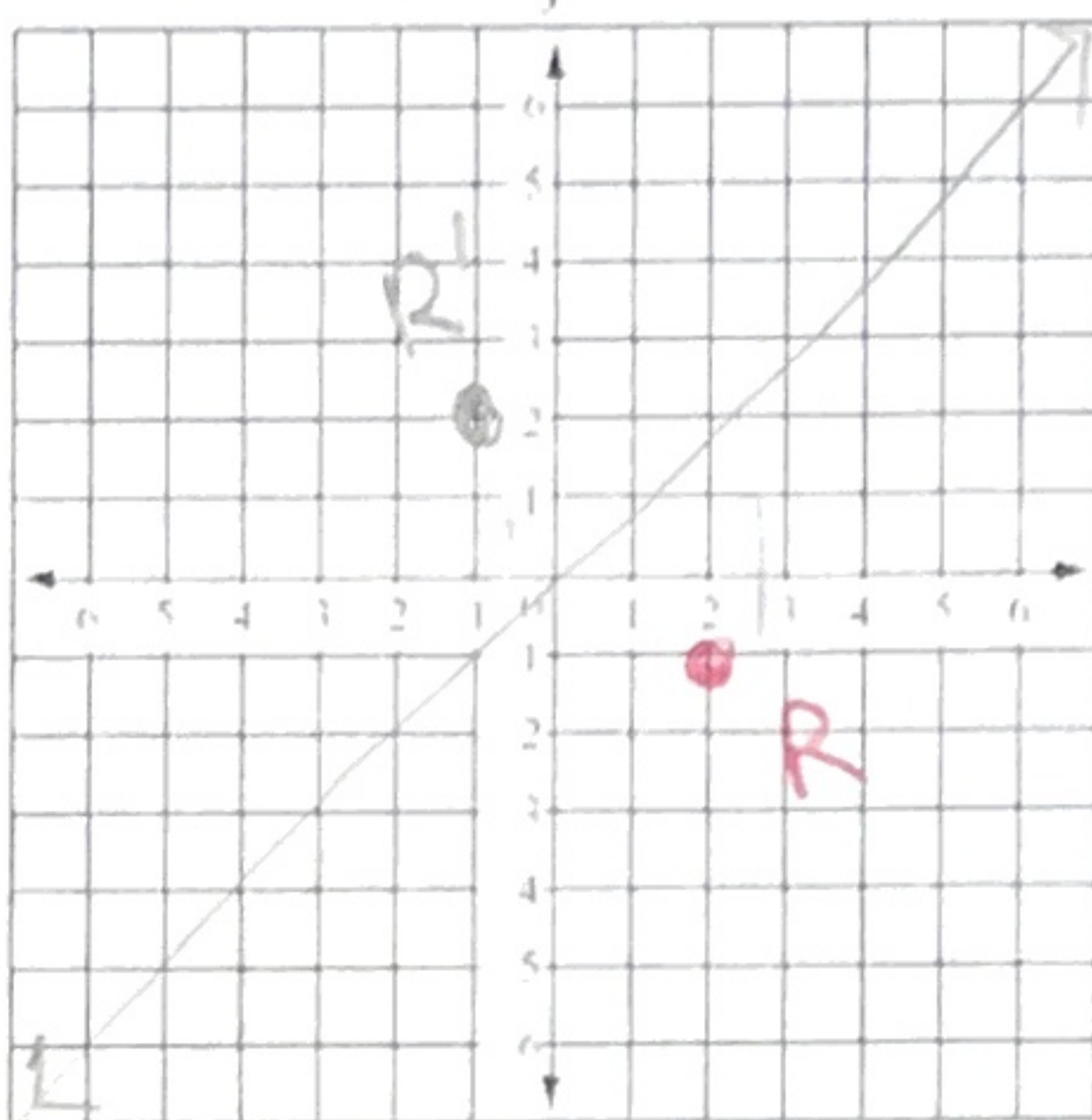
Pre-Image Coordinates and Transformation to Perform	Graph	Image Coordinates	Letter it takes us to
<p>A (3, 6)</p> <p>Rotate 90°</p> <p>C.C. around origin</p>		<p>$(-6, 3)$</p>	
<p>F (-3, 6)</p> <p>Reflected over (flip) y-axis</p>		<p>$(3, 6)$</p>	
<p>M (6, 4)</p> <p>Reflected over x-axis</p>		<p>$(6, -4)$</p>	
<p>N (6, -4)</p> <p>Rotate 180° around origin</p>		<p>$(-6, 4)$</p>	

D (1,2)
rotated 90
Cl. around
origin



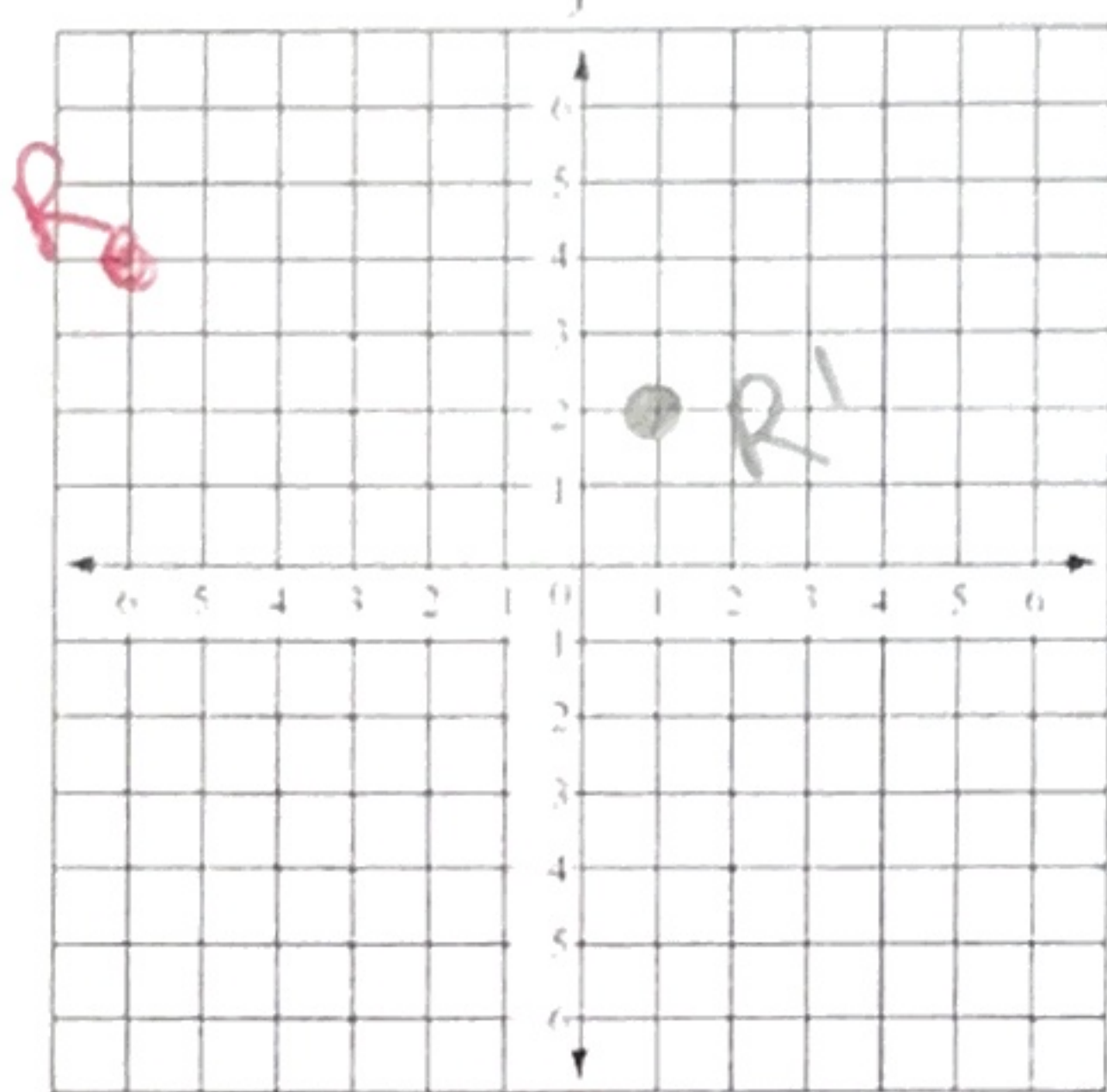
(2, -1)

R (2, -1)
Reflected
over y=x flip



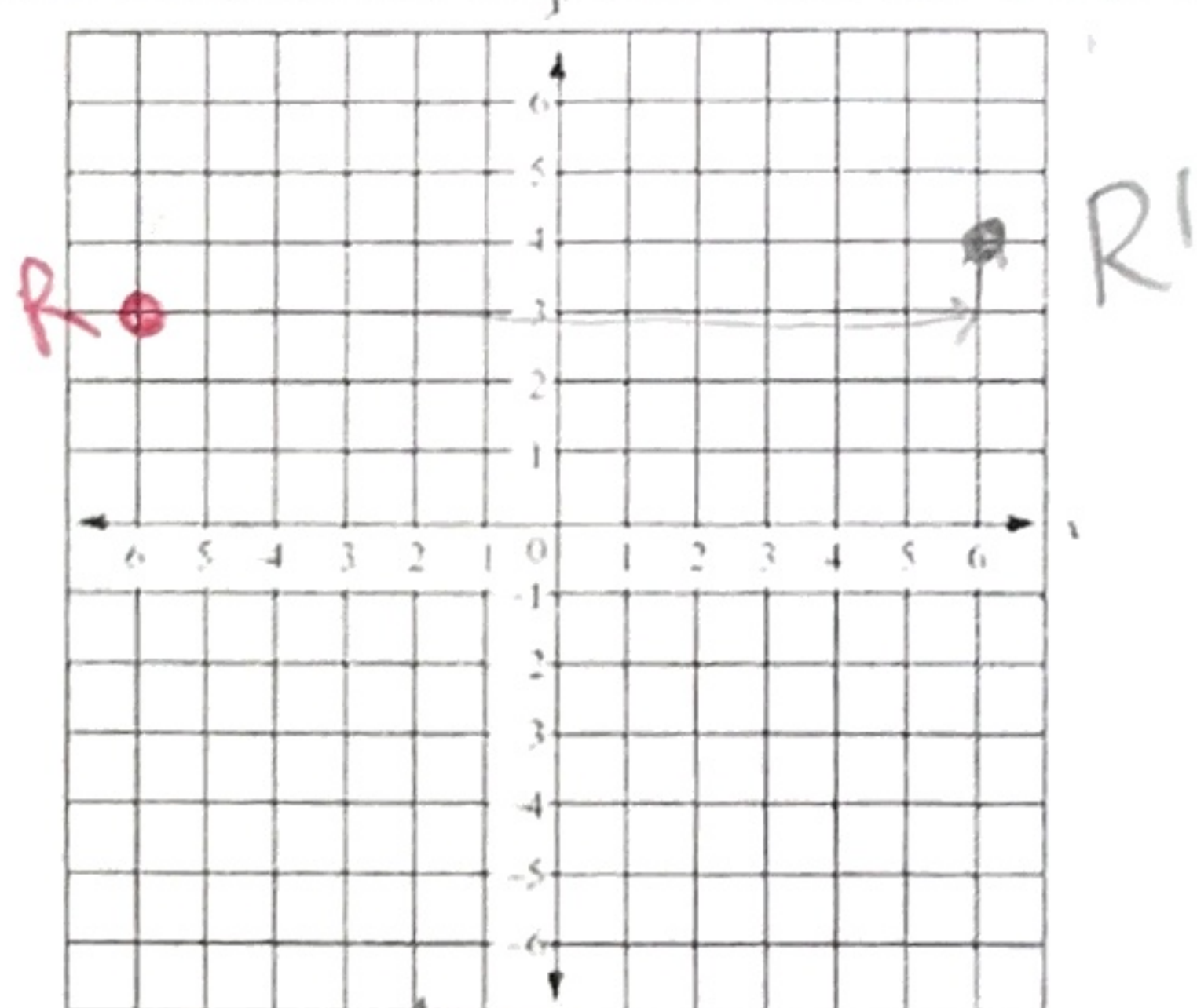
(-1, 2)

R (-6, 4)
translated
(move)
 $(x, y) \rightarrow (x+7, y-2)$
right down



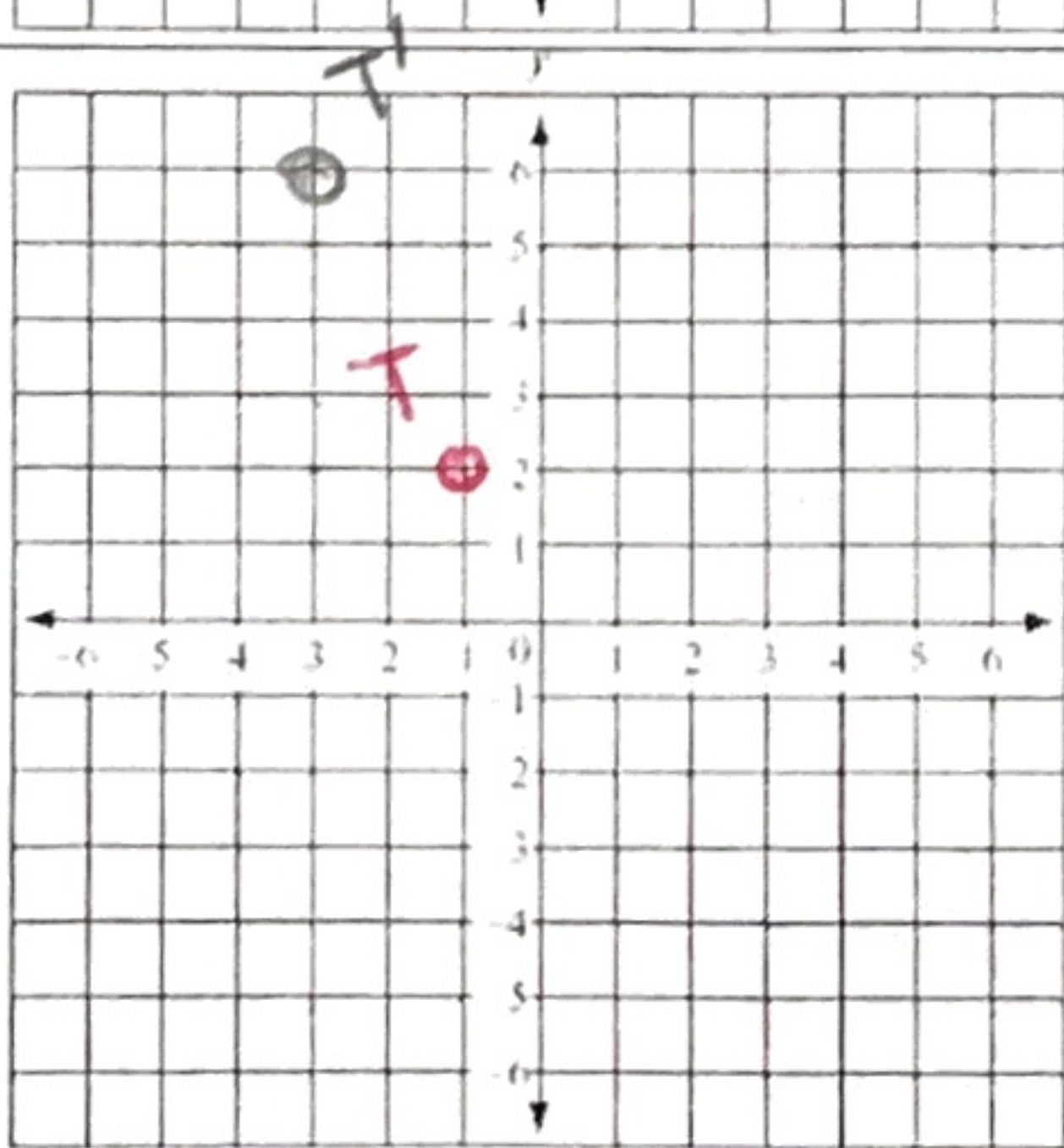
(1, 2)

S (-6, 3)
translated
(move)
 $(x, y) \rightarrow (x+12, y+1)$
right up



(6, 4)

T (-1, 2)
translated
 $(x, y) \rightarrow (x-2, y+4)$
left up



(-3, 6)

The letters unscrambled spell

TRANSFORM

Which of the following do ALL isometries preserve? (Circle all that apply)

same size & shape → congruent \cong

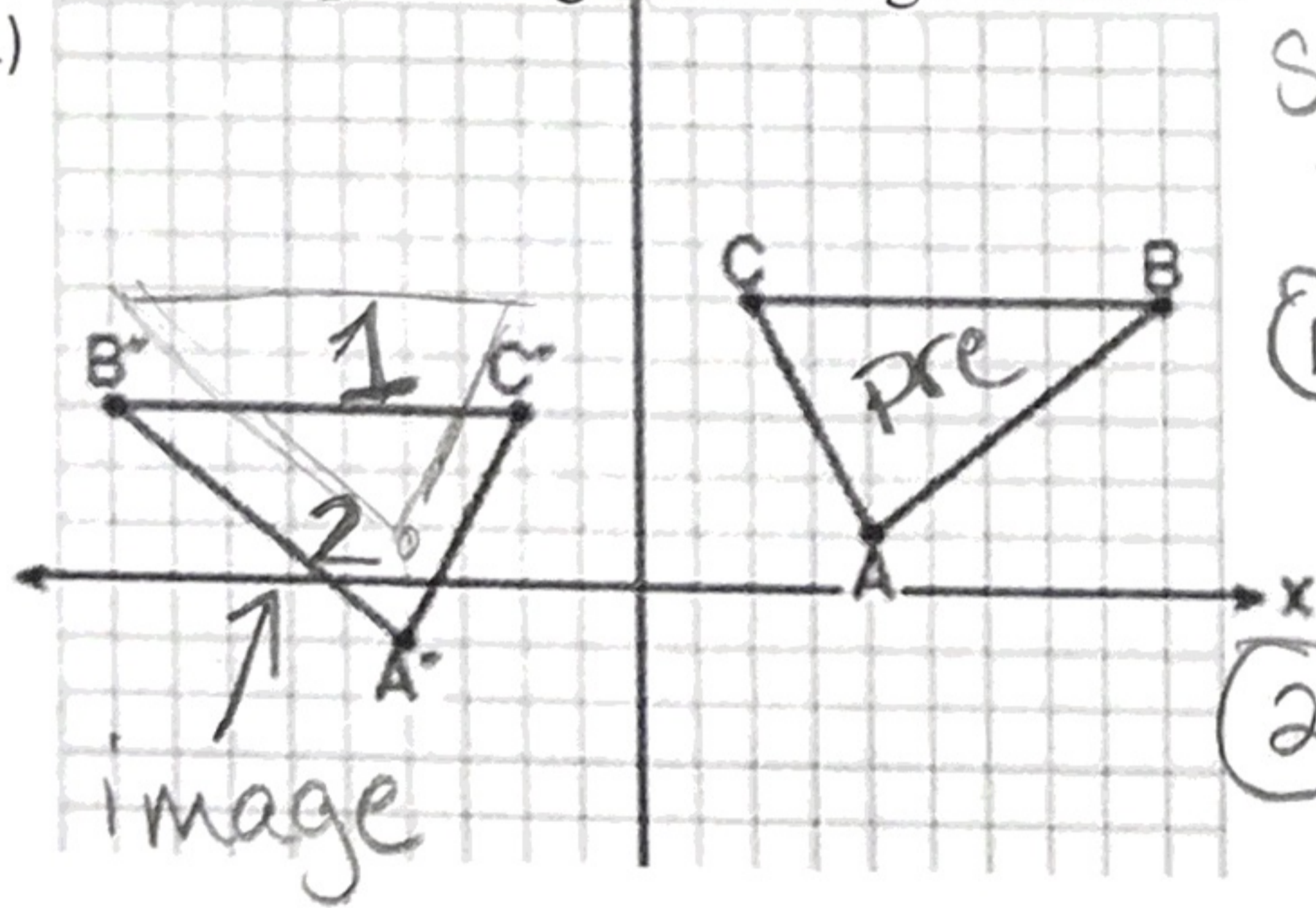
A. Segment Lengths

B. Angle Measures

C. Parallel Lines

Part C: Describe a sequence of transformations to make the pre-image and image coincide.

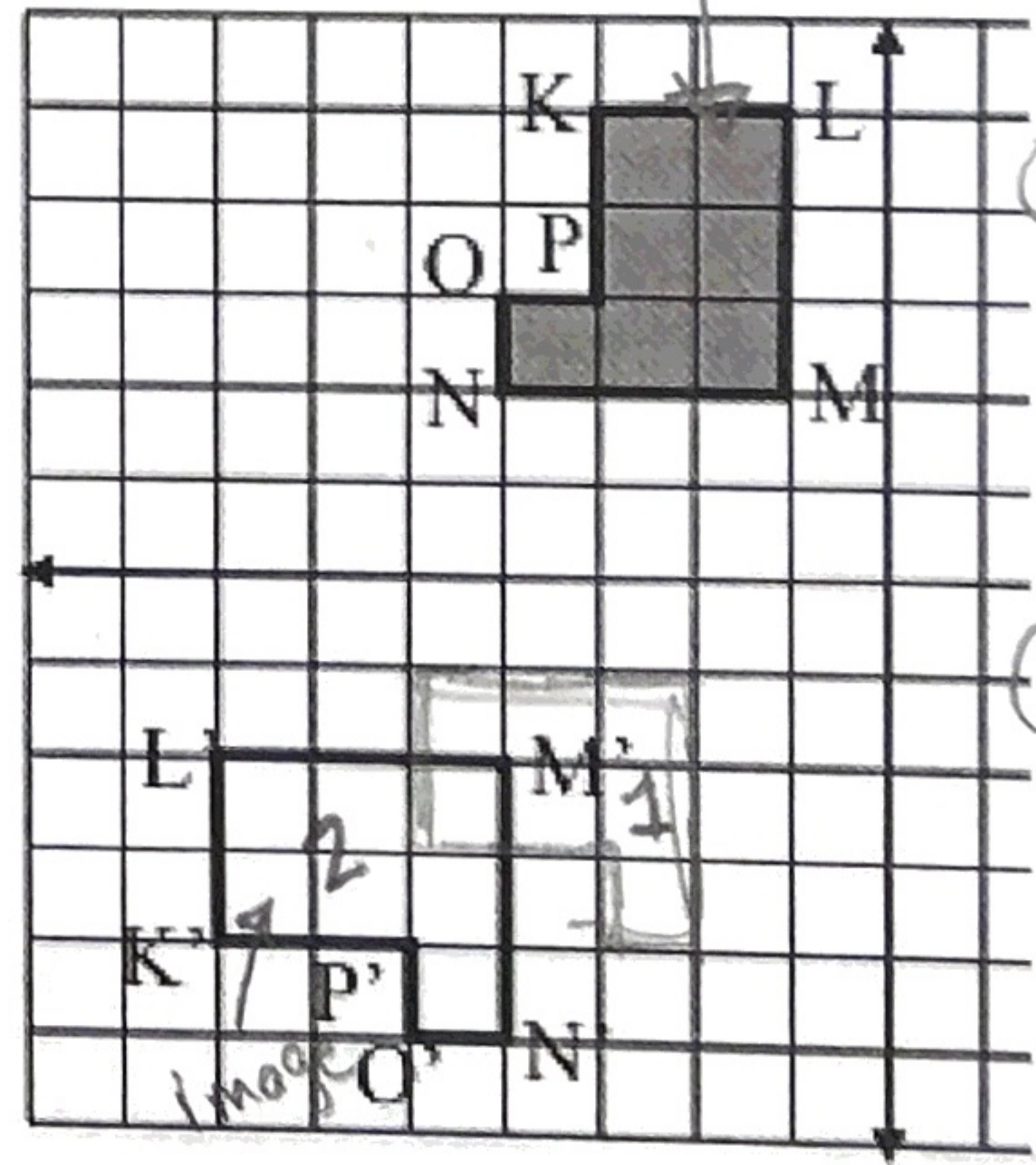
1)



Start at preimage ABC
① Reflect over y-axis

② translate down 2 units

2)



① Rotate 90° C.C. around the origin

② translate left 2 & down 1

pre Start at preimage KLMNOP