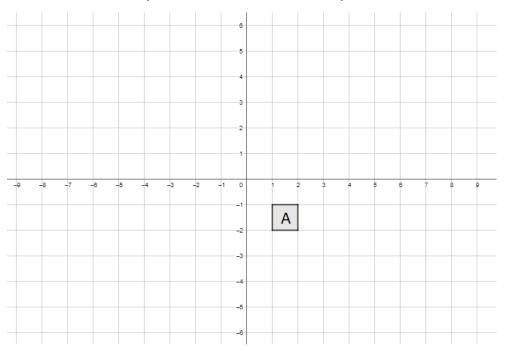
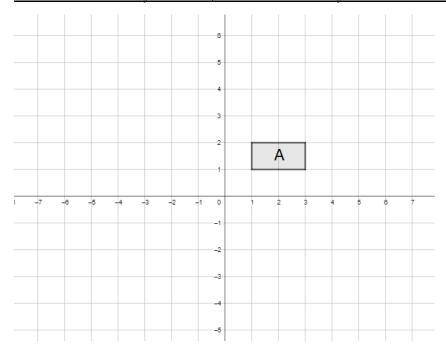
Translations - If they don't fit, draw as much as you can! www.m4ths.com



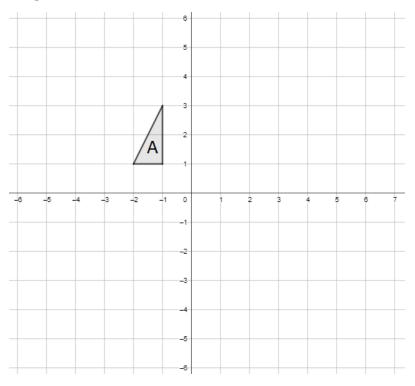
- 1. Translate Shape A by the vector $\binom{5}{4}$ and label it B
- 2. Translate Shape A by the vector $\binom{-3}{2}$ and label it C
- 3. Translate Shape A by the vector $\binom{6}{-1}$ and label it D
- 4. Translate Shape A by the vector $\binom{-4}{8}$ and label it E
- 5. Translate Shape A by the vector $\binom{-7}{0}$ and label it F
- 6. Translate Shape A by the vector $\begin{pmatrix} 4 \\ -4 \end{pmatrix}$ and label it G
- 7. Translate Shape A by the vector $\binom{0}{6}$ and label it H
- 8. State fully the single transformation that maps Shape B to Shape D
- 9. State fully the single transformation that maps Shape E to Shape A
- 10. State fully the single transformation that maps Shape C to Shape G
- 11. Shape A is reflected in the *y* axis. State the translation that would produce the same result.
- 12. What two pieces of information must you state when describing a translation?

Reflections – If they don't fit, draw as much as you can! www.m4ths.com



- 1. Reflect Shape A in the y axis. Label it Shape B
- 2. Reflect Shape A in the x axis. Label it Shape C
- 3. Reflect Shape A in the line y = 3 and label it Shape D
- 4. Reflect Shape A in the line x = 4 and label it Shape E
- 5. Reflect Shape A in the line y = -1 and label it Shape F
- 6. Reflect Shape A in the line x = -2 and label it Shape G
- 7. Reflect Shape A in the line x = 2 and label it Shape H
- 8. Reflect Shape A in the line y = 0 and label it Shape I
- 9. Explain the relationship between I and C.
- 10. Shape A is reflected in the line y = 3. State fully another transformation that will give the same result
- 11. Reflect Shape A in the line y = -x and label it Shape J
- 12. Are there any other transformations which also maps A to J?
- 13. What two pieces of information must you state when describing a reflection?

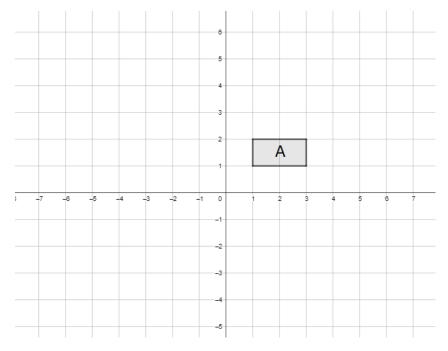
<u>Rotations – You can draw as many grids as you like if the page gets too congested. www.m4ths.com</u>



- 1. Rotate Shape A 90° clockwise about (0,0) and label it B
- 2. Rotate Shape A 90° anticlockwise about (-2,0) and label it C
- 3. Rotate Shape A 90° clockwise about (-1,3) and label it D
- 4. Rotate Shape A 180° clockwise about (0,0) and label it E
- 5. Rotate Shape A 270° anticlockwise about (-4,0) and label it F
- 6. Rotate Shape A a quarter turn clockwise about (-1,1) and label it G
- 7. State fully a single transformation that maps Shape B to Shape E
- 8. State fully a different single transformation that maps Shape E to C
- 9. State fully a single transformation that maps Shape C to Shape D
- 10. What are the 4 pieces of information needed when you are describing a rotation?

Enlargements (Basic) – If they don't fit, draw as much as you can!

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- 1. Enlarge Shape A by a SF (Scale Factor) of 2 anywhere & label it B
- 2. Enlarge Shape A by a SF (Scale Factor) of 3 anywhere & label it C
- 3. Enlarge Shape A by a SF (Scale Factor) of 4 anywhere & label it D
- 4. Enlarge Shape A by a SF (Scale Factor) of ½ anywhere & label it E
- 5. State FULLY the single transformation that maps Shape B to Shape A.
- 6. State FULLY the single transformation that maps Shape C to Shape A.
- 7. State FULLY the single transformation that maps Shape E to Shape A.
- 8. Enlarge Shape A by a SF of 2 about (0,0) and label it F.
- 9. Enlarge Shape A by a SF of 3 **about** (1,1) and label it G.
- 10. * Enlarge shape A by a SF -2 about (0,0) and label it H.
- 11. * Enlarge shape A by a SF -3 about (0,0) and label it I.