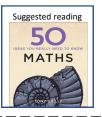


Year 9 – Reasoning with Geometry **Rotation & Translation**



Want to know more? Scan the QR code to visit the curriculum overview for Year 9 Maths, including topic summaries, key words, and books that you may want to read in your own time



What do I need to be able to do?

By the end of this unit you should be able to:

- Identify the order of rotational symmetry
- Rotate a shape about a point on the
- Rotate a shape about a point not on a
- Translate by a given vector
- Compare rotations and reflections

<u>Keywords</u>

Rotate: a rotation is a circular movement

Symmetry: when two or more parts are identical after a transformation.

Translation and vector notation

Regular: a regular shape has angles and sides of equal lengths.

Invariant: a point that does not move after a transformation.

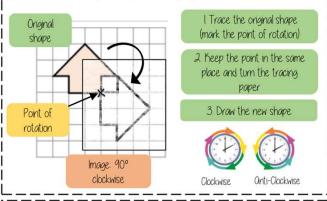
Vertex: a point two edges meet. Horizontal: from side to side

Vertical: from up to down

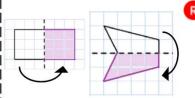
Rotational Symmetry Tracing paper helps check rotational symmetry. I Trace your shape (mark the centre point) 2. Rotate your tracing paper on top of the original through 360° 3. Count the times it fits back into itself a regular pentagon has rotational symmetry of order 5

How far left or right to move Negative value (left) Vector Positive value (right) Notation How far up or down to move Negative value (down) Positive value (up) Translation (Every vertex has been translated by the same amount Original shape

Rotate from a point (in a shape)



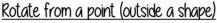
Compare rotations and reflections

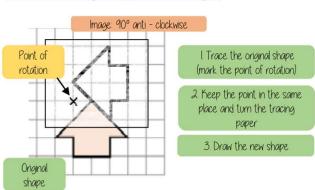


Reflections are a mirror image of the original shape.

Information needed to perform a

- Line of reflection (Mirror line)





Rotations are the movement of a shape in a circular motion

Information needed to perform a rotation:

- Point of rotation
- Direction of rotation
- Degrees of rotation