# DEVELOPING GEOMETRY．．． <br> Line symmetry and reflection 

## What do I need to be able to do？

By the end of this unit you should be able to：
－Recognise line symmetry
－Reflect in a horizontal line
－Reflect in a vertical line
－Reflect in a diagonal line

Mirror line（line of reflection）


Shapes can have more than one line of symmetry．．．
This regular polygon（a regular pentagon has 5 lines of symmetry）

## Keywords

Mirror line：a line that passes through the center of a shape with a mirror image on either side of the line
Line of symmetry：same defintion as the mirror line
Reflect：mapping of one object from one postion to another of equal distance from a given line．
Vertex：a point where two or more－line segments meet
I Perpendicular：Ines that cross at $90^{\circ}$
I Horizontal：a straight line from left to right（parallel to the x axis）
I Vertical a straight ine from top to bottom（parallel to the $y$ axis）

Rhombus
two lines of symmetry


Reflect horizontally／vertically（1）
$\square \quad \square \quad$ Note a refection
Reflection on an axis grid
Parallebogram
No ines of symmetry



Tum your image
If you tum your image it becomes a vertical horizontal reflection（aso good to check your answer this way）


## Drawing perpendicular lines

Perpendicular ines to and
from the mirror Ine can help
Perpendicular ines to and
from the mirror ine can help
you to plot diagonal reffections


## Fold along the line of symmetry to check

 the direction of the reflectionRefect Diagonaly（1）
Points on the mirror line don＇t change position

reflection in the line $x=0$

## Lines parallel to the $x$ and $y$ axis

 REMEMBERLines parallel to the $x$－axis are $y=$
Lines parallel to the $y$－axis are $x=$
all points need to be the same distance away from the line of reflection

Reflection in the line $y$ axis－this is also a ellection in the ine $x 0$

$\qquad$

## Reflect Diagonally（2）

This is the line $y=x$ levery $y$ coordinate is the same as the $x$ coordinate along this ine）
 The $x$ and $y$ coordinate have the same value but opposite sign


Turn your image
If you turn your image it becomes a vertical horizontal reflection（asko good to check your answer this way）

