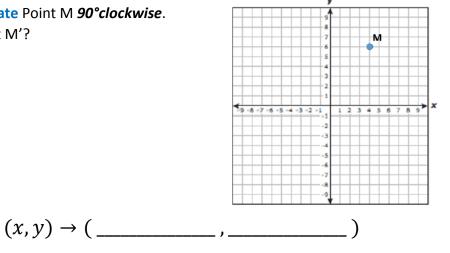
PRACTICE: LESSON 10.4 - ROT	ATIONS W/ ALGEBRAIC RULE	Name:		
Learning Goal : I can <i>rotate</i> a figure and write the algebraic rule for the <i>rotation</i> .		Language Goal: I can write the justify my answer to a partner.	algebraic rule for a <i>rotation</i> and	
Meta de Aprendizaje: Puedo rotar una figura y escribir la regla		Lenguaje Objetivo: Puedo escri	bir la regla algebraica para una	
algebraica para la rotación.		rotación y justificar mi respuest	a a un compañero.	
Directions: Use your notes f	rom Lesson 10.1 and Lessor	n 10.4 to answer the followi	ng questions.	
1. Which rule is the ONLY r	rule that adds or subtracts?			
2. Which rule is the ONLY r	rule that multiplies?			
3. Are the angles and side lengths congruent for rotations? Circle one: YES NO SOMETIMES				
4. What is a dilation called that gets bigger?				
5. What transformation is described by the rule $(x, y) \rightarrow (-y, x)$?				
6. What transformation is described by the rule $(x, y) \rightarrow (x - 1, y)$?				
7. What transformation is described by the rule $(x, y) \rightarrow (0.5x, 0.5y)$?				
8. What transformation is described by the rule $(x, y) \rightarrow (x, -y)$?				
Problems 9 through 12: What transformation is represented by each graph?				
F -10 -8 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -8 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -8 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -8 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -10 -6 -4 -2 -2 -4 -6 -8 -10 -X -6 -4 -2 -2 -4 -6 -4 -2 -2 -4 -6 -4 -2 -2 -4 -6 -4 -2 -2 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4	A' -10 -3 -6 -4 -2 -2 -4 -6 -0 -10 -X -6	-10 -B -B -4 -2 -2 -4 -6 -B 10 ×	J N 6 M - J' M - C 2 M - C	
Answer:	Answer:	Answer:	Answer:	

Directions: Rotate the shape, if required. Determine the rule for the rotation.

1. Point M has coordinates of (4, 6). **Rotate** Point M **90°clockwise**. What are the new coordinates for Point M'?

Point	(x,y) Coordinate	
Μ	(4,6)	
M'	(,)	



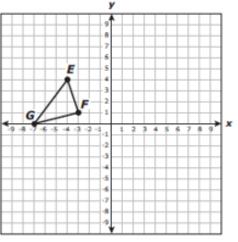
2. Point M has coordinates of (4, 6). Rotate Point M **90° counter-clockwise**. What are the new coordinates for Point M'?

What is the rule for the **rotation**?



 Triangle GEF has coordinates as shown below. What are the coordinates of Triangle GEF after a **180°** counter-clockwise rotation. Fill in the table.

(x , y) Coordinate	
(-7 , 0)	
(,)	
(-4,4)	
(,)	
(-3,1)	
(,)	



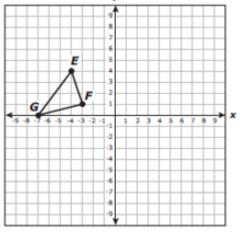
м

What is the rule for the **rotation**?



4. Triangle GEF has coordinates as shown below. What are the coordinates of Triangle GEF after a **270°** *clockwise* rotation. Fill in the table.

Point	(x,y) Coordinate
G	(-7,0)
G'	(,)
E	(-4,4)
E'	(,)
F	(-3,1)
F'	(,)



What is the rule for the **rotation**?

 $(x, y) \rightarrow ($ ______, ____)

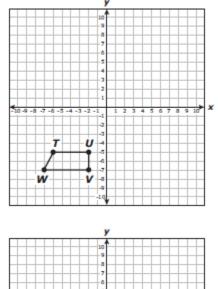
5. Trapezoid TUVW is as shown. If the vertices were **reflected** *across the x-axis*, what would be the rule?

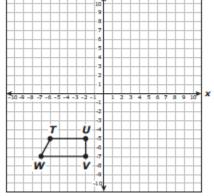
$$(x, y) \rightarrow (____, ____)$$

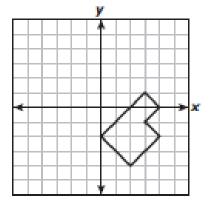
 Trapezoid TUVW is as shown. If the vertices were rotated 90°clockwise, what would be the rule?

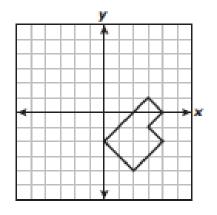
$$(x, y) \to (_ _ , _ _)$$

7. Translate the figure 2 units down and 5 units left.









What is the rule for the **translation**?

$$(x,y) \to (____, ____)$$

8. Rotate the figure 90° counter-clockwise.

What is the rule for the **rotation**?

$$(x, y) \to (____)$$

9. Triangle FGH was rotated to create Triangle F'G'H'. As shown, Vertex F was at (-4, -4).

If Vertex F' is now at (4, 4), which rule describes this rotation?

- A. $(x, y) \to (x + 8, y + 4)$
- B. $(x, y) \rightarrow (-x, -y)$
- C. $(x, y) \rightarrow (y, -x)$
- D. $(x, y) \rightarrow (-x, y)$
- 10. Rotate the triangle **180° clockwise**.

What is the rule for the rotation?

 $(x, y) \rightarrow ($ ______, _____)

11. Rotate the triangle 270° counter-clockwise.

What is the rule for the **rotation**?



