LESSON

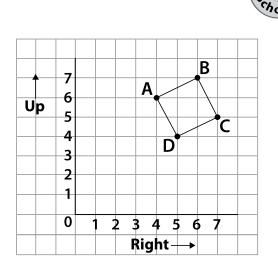
# **Drawing Shapes on a Coordinate Grid**

### **Quick Review**

To describe the position of a shape on a grid, we use **ordered pairs**. The numbers in an ordered pair are called **coordinates**.

The first coordinate tells how far you move right. The second coordinate tells how far you move up.

The point A has coordinates (4, 6). We write: A (4, 6)



### **Try These**

- 1. Match each ordered pair with a letter on the grid.
  - **a)** (20, 15) \_\_\_\_\_
  - **b)** (25, 30) \_\_\_\_\_
  - **c)** (5,5) \_\_\_\_\_
  - **d)** (20, 0) \_\_\_\_\_
  - **e)** (20, 25) \_\_\_\_\_
- **2. a)** Plot each point on the grid.

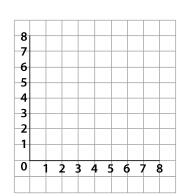


B (5, 7)

C (7, 7)

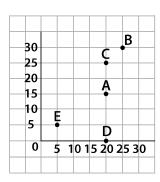
D (8, 5)

E(6, 2)



**b)** Join the points in order. Then join E to A.

What figure have you drawn? \_\_\_\_\_

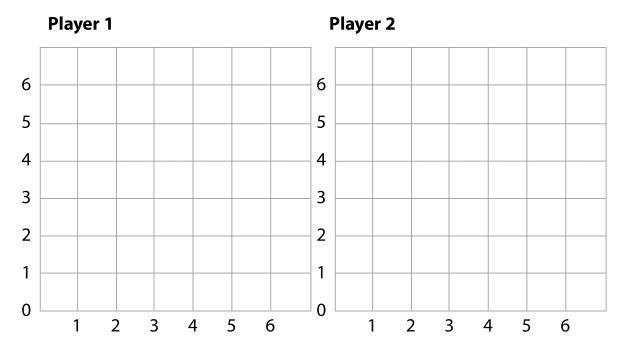


Play this game with a partner.

You will need a number cube.

#### Take turns:

- Roll the number cube twice.
   Use the numbers rolled as an ordered pair.
   Plot the point on your grid.
- ➤ If you roll an ordered pair which has already been plotted, you miss your turn.
- ➤ The first player to plot 4 points that form a rectangle is the winner.



## **Stretch Your Thinking**

Write the coordinates of each point on your game grid.

Write the coordinates of each point on your partner's grid.



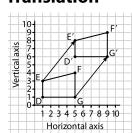
## **Transformations on a Coordinate Grid**

### **Quick Review**

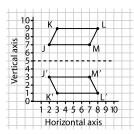


We can show transformations on a coordinate grid.

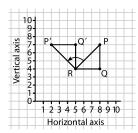
**➤** Translation



➤ Reflection



Rotation



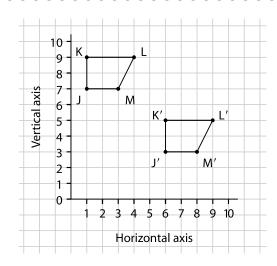
Quadrilateral DEFG was translated 4 squares right and 5 squares up.

Quadrilateral JKLM was reflected in a horizontal line through the vertical axis at 5. Triangle PQR was rotated 90° counterclockwise about vertex R.

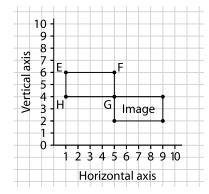
### **Try These**

1. a) Identify this transformation.

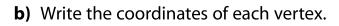
**b)** Write the coordinates of the vertices of the quadrilateral and its image.



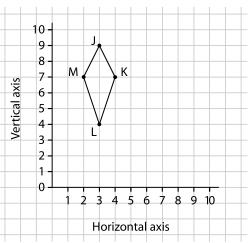
**1.** Describe as many different transformations as you can that would move Rectangle EFGH onto the image.



**2. a)** Draw the image of Kite JKLM after a 90° turn clockwise about vertex L. Label the vertices of the image.



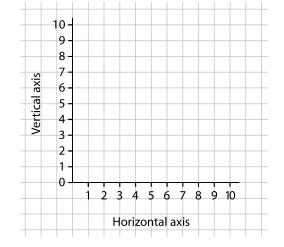
**c)** Write the coordinates of the vertices of the image.



## **Stretch Your Thinking**

Draw a shape for which a translation image could also be a reflection image.

Draw the image. Write the coordinates of the shape and the image.



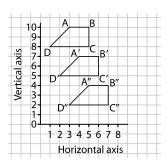
## **Successive Transformations**

## **Quick Review**



The same transformation can be applied to a shape more than once.

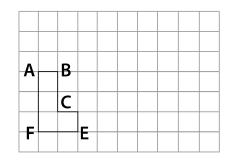
➤ When a shape is transformed 2 or more times, we say the shape undergoes **successive transformations**. Quadrilateral A"B"C"D" is the image of Quadrilateral ABCD after 2 successive translations.



The same is true for rotations and reflections.

## **Try These**

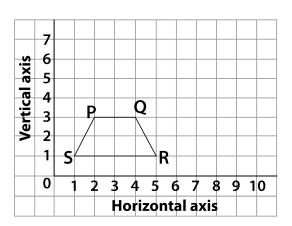
**1.** Make 2 successive translations of 3 squares right and 1 square up.



**2.** Rotate Trapezoid PQRS 180° about vertex Q.

Then rotate the image 180° about vertex S'.

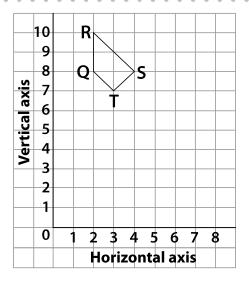
Draw and label each image.



**1.** Translate the quadrilateral 3 squares right and 3 squares down.

Then translate the image 1 square left and 2 squares down.

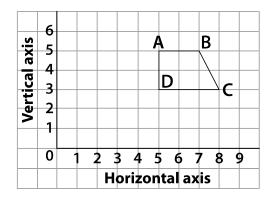
Draw and label each image.



**2.** Reflect the quadrilateral in a line through AD.

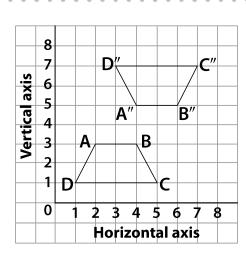
Then reflect the image in a line though C'D.

Then reflect the second image in a line through A"D.



## **Stretch Your Thinking**

Describe 2 successive transformations that move Trapezoid ABCD to its image, A"B"C"D".



## **Combining Transformations**

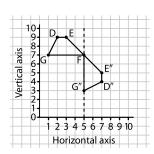
### **Quick Review**



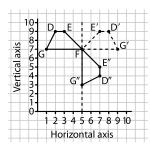
A combination of 2 or 3 different types of transformations can be applied to a shape.

To identify the transformations, we can work backward.

➤ Can you find a pair of transformations that move Trapezoid DEFG to its final image?

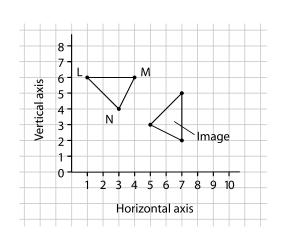


- 1. D'E'FG' is a reflection in a vertical line through 5 on the horizontal axis.
- 2. D"E"FG" is a rotation of 90° clockwise about vertex F.



### **Try These**

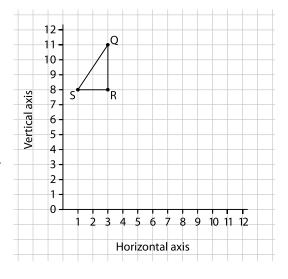
**1.** Describe a pair of transformations that move  $\triangle$ LMN to its image.



1. a) Translate △QRS 3 squares right and2 squares down.Then reflect the translation image.

Then reflect the translation image in a vertical line through 7 on the horizontal axis.

**b)** List the coordinates of the final image.



**2. a)** Draw a pentagon whose vertices have these coordinates:

A(4, 10)

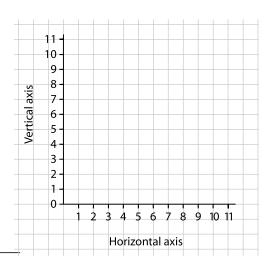
B(7, 10)

C(8, 8)

D(6, 6)

E(3, 8)

- **b)** Rotate the pentagon 180° about D. Then translate the rotation image 2 squares left.
- c) List the coordinates of the final image.



## **Stretch Your Thinking**

Apply transformations to the triangle to make a design. Explain how you did it.

