

Name: \_\_\_\_\_

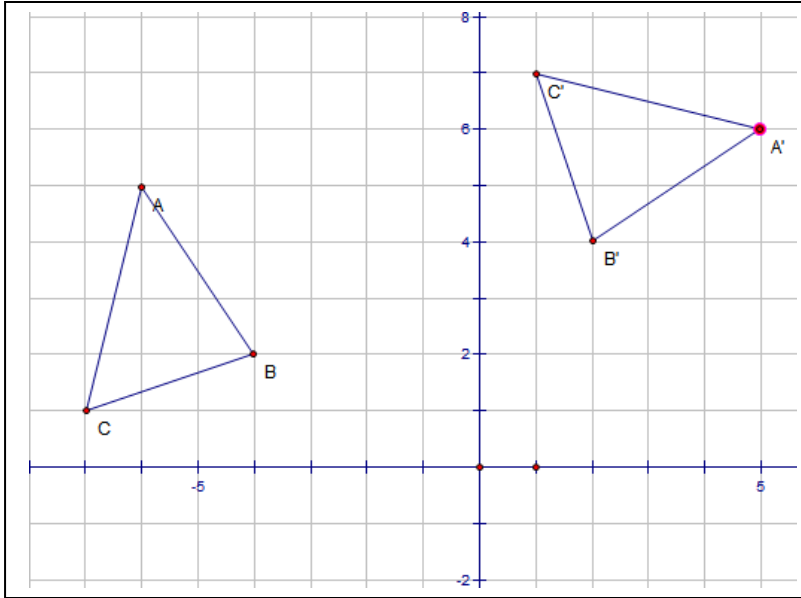
### Geometry Summary: Chapter 9 material on Transformations

Directions: Answer all questions. This will help you on Tuesday's Test. Good luck!

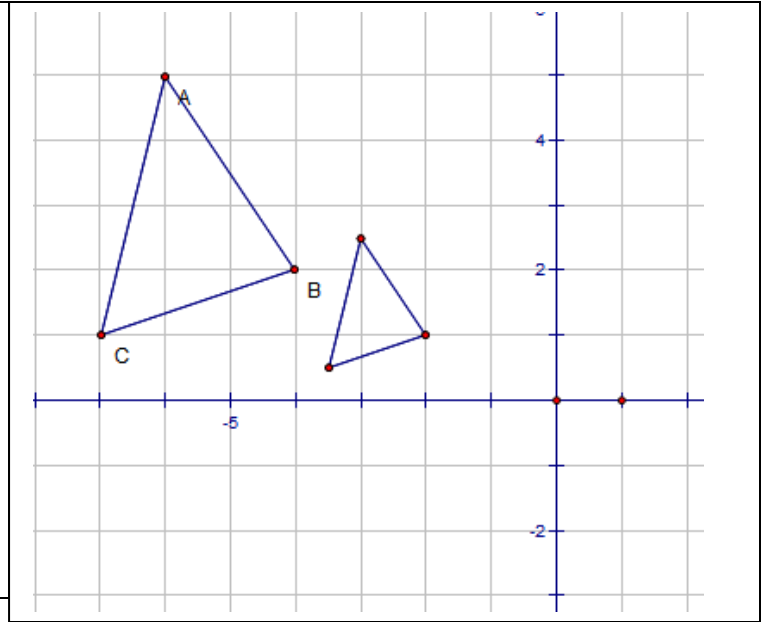
- 1.) The transformations of Reflection, Glide Reflection, Rotation, and Translation are all called **ISOMETRIES** because they do not change the \_\_\_\_\_ or \_\_\_\_\_ of a figure.
- 2.) When performing a reflection, the  $x = \#$  mirrors are \_\_\_\_\_ in direction, and the  $y = \#$  mirrors are \_\_\_\_\_ in direction.
- 3.) When translating using vector notation  $\langle \quad , \quad \rangle$  you always move \_\_\_\_\_ and then \_\_\_\_\_ from a given point.
- 4.) When performing a dilation, you always \_\_\_\_\_ by the scale factor.
- 5.) A Dilation is **NOT** considered an Isometry, since the \_\_\_\_\_ of the figure changes.
- 6.) When rotating, you always move from quadrant to quadrant in a \_\_\_\_\_ direction.
- 7.) When you rotate  $90^\circ$ , all points move \_\_\_\_\_ quadrant and the  $(x, y)$  coordinates \_\_\_\_\_.
- 8.) When you rotate  $180^\circ$ , all points move \_\_\_\_\_ quadrants and the  $(x, y)$  coordinates \_\_\_\_\_.
- 9.) When you rotate  $270^\circ$ , all points move \_\_\_\_\_ quadrants and the  $(x, y)$  coordinates \_\_\_\_\_.
- 10.) Rotation symmetry is the \_\_\_\_\_ amount of degrees needed to turn a figure and still have it look \_\_\_\_\_ as the original.

Identify the Transformation that took place in each picture. Choices include Translation, Reflection, Glide Reflection, Rotation, and Dilation.

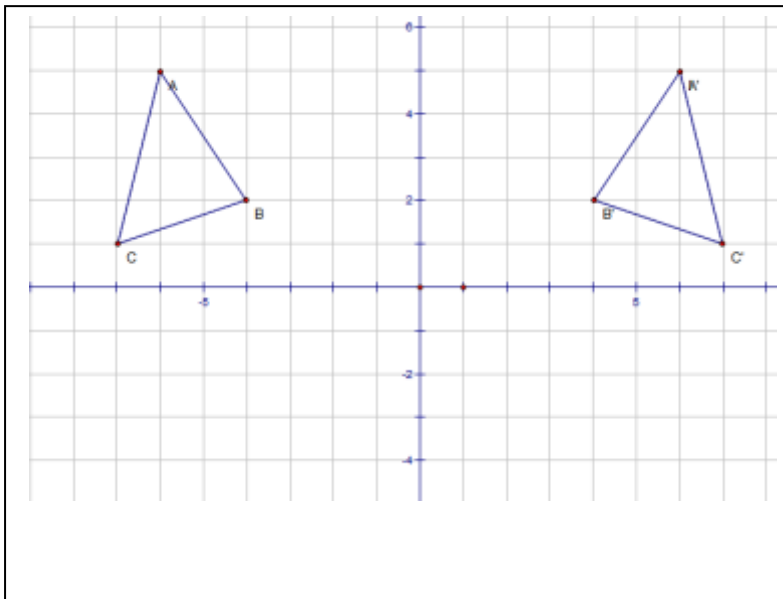
11.)



12.)



13.)



14.)

