## Intermediate II **Chapter 6 Review**

# 6.1 (Translations)

Remember: Translations are just SLIDING the image around the coordinate plane Pre-image: original image (A, B, C)

Image: new image AFTER transformation of any kind (A', B', C')

IF you're moving LEFT OR RIGHT, this affects your X-COORDINATE.

IF you're moving UP OR DOWN, this affects your Y-COORDINATE.

TRANSLATION NOTATION: (change in all x-coordinates, change in all y-coordinates)

Example: Shift the pre-image left 3 and up 4: (x - 3, y + 4)

# Sample Problems:

Write the following transformations in translation notation.

1. Shift 3 down and 4 to the right. 3. Shift 4 down and 2. Shift 2 up and 6 to the left 5 to the right.

4. 
$$A(3,-4) \to A'(5,0)$$
 5.  $B(-4,-2) \to B'(-6,2)$ 



- 6. Translation notation from point D to point A:
- 7. Translation notation from point A to point B:
- 8. Translation notation from point C to point A:

9. Graph triangle A(-4, 0), B(-4, 3), and C(-1, 0) and its image after a translation of (x+2,y-4).



10. Give the vertices of W(-1, -3), X(-1, 2), Y(2, -3), Z(2, 2) after a translation of 5 units up and 3 units to the right.

## 6.2 Reflections

REFLECTION: a mirror image that is CONGRUENT to the pre-image Two lines of symmetry (this year ©):

Reflection over the X-AXIS: x-coordinate stays the same; y-coordinate changes signs (same, -) Reflection over the Y-AXIS: x-coordinate changes signs; y-coordinate stays the same (-, same)

#### Sample Problems:



#### 6.3 Rotations



#### 6.4 Dilations

Multiply each x value and each y value by the scale factor (k)

k > 1, then the dilation is an enlargement (get's bigger)

k < 1, then the dilation is a reduction (get's smaller)

k = 1, then the figure stays the same size

Sample Problems:

### F(-2, 1), U(-1, 2), N(3, 1); k = 2



$$P(-3, 3), Q(6, 3), R(6, -3), S(-3, -3); k = \frac{1}{3}$$



David built a model of a regulation basketball court. His model measured approximately 3.75 feet long by 2 feet wide. The dimensions of a regulation court are 94 feet long by 50 feet wide. What is the scale factor David used to build his model?

#### **Review of Solving Equations**

-3x - 4 = 4x + 10

2(m+3) - 5 = 5 + 2m

5(z+1) + 14 = 19 - 2z + 7z