

# Module 2 Geometry DBA Notes

1. How can you translate a polygon on a graph?

Translating a Polygon

graphically by moving each point left, right, up, or down on the coordinate plane, or algebraically by adding or subtracting from the  $x$ - and  $y$ -coordinates of each ordered pair.

2. How can you reflect a polygon on a graph?

Well first you need to Find the coordinates of each vertex of the polygon. Then you need to Find and plot the coordinates of the vertices reflected across the  $x$ -axis. A point  $(a,b)$  reflected across the  $x$ -axis is  $(a,-b)$ . And lastly you need to Connect the reflected vertices to form the reflected polygon.

3. How can you rotate a polygon on a graph?

First identify the coordinates of the vertices of the polygon from the given graph. Then Depending on the given degree of rotation, make the following changes to each of the vertices of the polygon. Remember, a positive rotation is counter-clockwise. And lastly Using the new locations of the vertices found in Step 2, you select the graph that correctly shows the rotated polygon.

4. What is a rigid motion? Which transformations are rigid motions?

Rigid motion

a transformation that preserves length and angle measure. A rigid motion is when an object is moved from one location to another and the size and shape of the object have not changed. Or a transformation that preserves length and angle measure.

Rigid motion transformation:

There are four types of rigid motions that we will consider: translation, rotation, reflection, and glide reflection. Translation: In a translation, everything is moved by the same amount and in the same direction.

5. What is mapping? How can you map a figure onto itself?

mapping, is any prescribed way of assigning to each object in one set a particular object in another (or the same) set.

Map figure onto itself.

In order for the figure to map onto itself, the line of reflection must go through the center point. Two lines of reflection going through the sides of the figure. Two lines of reflection going through the vertices of the figure. Thus, there are four possible lines that go through the center and are lines of reflections. Therefore, the figure has four lines of symmetry.

6. What does it mean for polygons to be congruent? (What are the requirements?)

Two polygons are congruent if their corresponding sides and angles are congruent.

Note: Two sides are congruent if they have the same measure.

7. How can you prove triangles are congruent?

# Flvs Geometry Honors Module 5 Dbq

**Thomas Griffiths**



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