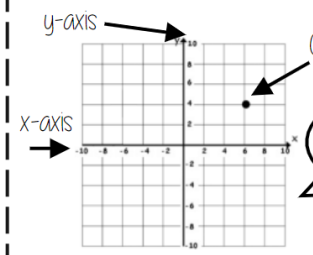
Coordinates in four quadrants



Coordinate (x, y) (6, 4)

From the origin this coordinate is 6 places along the positive x axis and 4 places up the positive y axis.

(x, y)

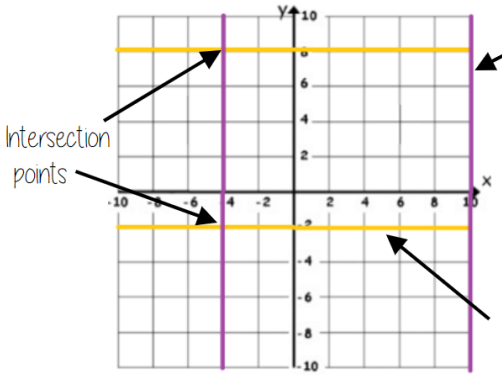
Always the position on the x axis first

Always the position on the y axis second

(0, a) Will be always be a point on the y axis. (a can be any number)

(a, 0) Will be always be a point on the x axis. (a can be any number)

Lines parallel to the axes



All the points on this line have a x coordinate of 10

'a' can be ANY positive or negative value including 0

Lines parallel to the **y axis** take the form **x = a** and are **vertical**

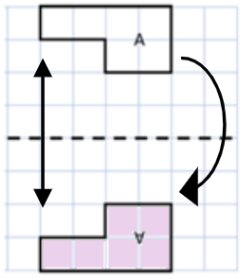
Lines parallel to the **x axis** take the form **y = a** and are **horizontal**

All the points on this line have a y coordinate of -2

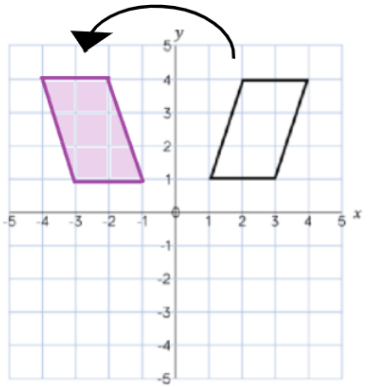
e.g (3, -2) (7, -2) (-2, -2) all lay on this line because the y coordinate is -2

Reflect horizontally/ vertically (2)

All points need to be the same distance away from the line of reflection



Reflection in the line y axis – this is also a reflection in the line x=0



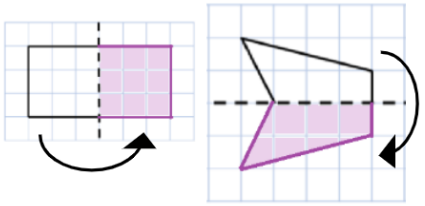
Lines parallel to the x and y axis

REMEMBER

Lines parallel to the x-axis are y = ____

Lines parallel to the y-axis are x = ____

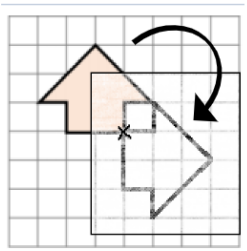
Compare rotations and reflections



R Reflections are a mirror image of the original shape.

Information needed to perform a reflection:

- Line of reflection (Mirror line)

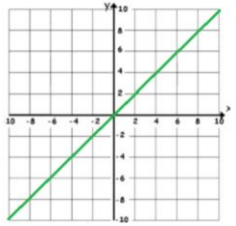


Rotations are the movement of a shape in a circular motion

Information needed to perform a rotation:

- Point of rotation
- Direction of rotation
- Degrees of rotation

Recognise and use the line y=x



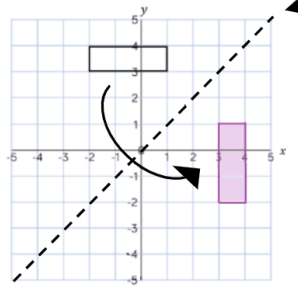
This means the x and the y coordinate have the same value

Examples of coordinates on this line: (0, 0) (-3, -3) (8, 8)

The axes **scale is important** – if the scale is the same y = x will be a straight line at 45°

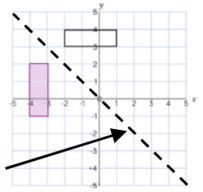
Reflect Diagonally (2)

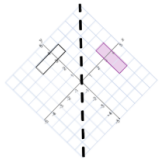
This is the line **y = x** (every y coordinate is the same as the x coordinate along this line)



This is the line **y = - x**

The x and y coordinate have the same value but opposite sign

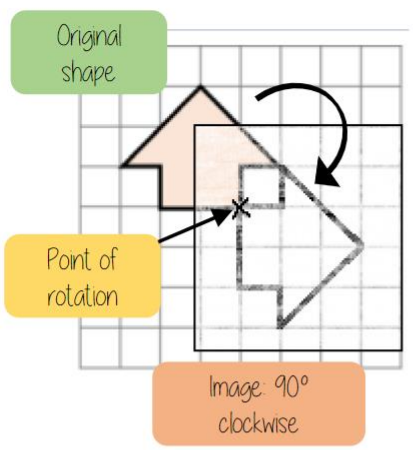




Turn your image

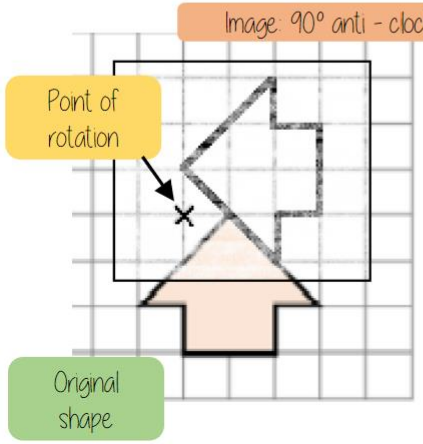
If you turn your image it becomes a vertical/ horizontal reflection (also good to check your answer this way)

Rotate from a point (in a shape)



1. Trace the original shape (mark the point of rotation)
2. Keep the point in the same place and turn the tracing paper
3. Draw the new shape

Rotate from a point (outside a shape)



1. Trace the original shape (mark the point of rotation)
2. Keep the point in the same place and turn the tracing paper
3. Draw the new shape

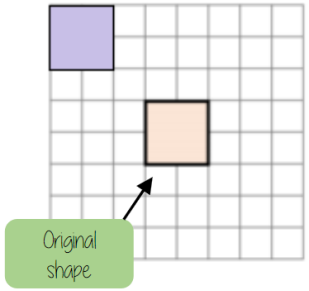
Translation and vector notation

Vector Notation → $\begin{pmatrix} 1 \\ -2 \end{pmatrix}$

How far left or right to move
Negative value (left)
Positive value (right)

How far up or down to move
Negative value (down)
Positive value (up)

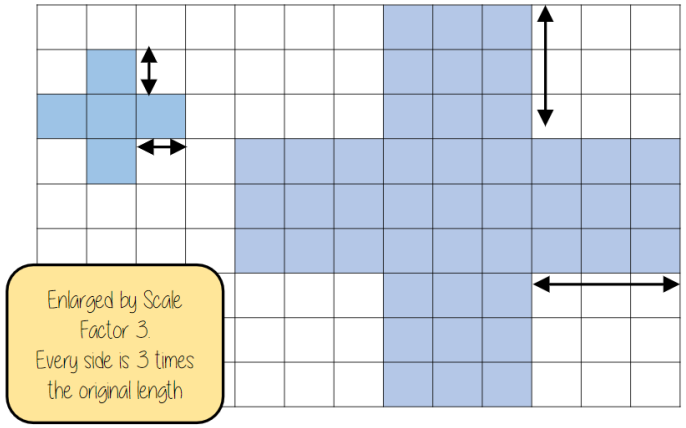
Translation $\begin{pmatrix} -3 \\ 3 \end{pmatrix}$



Every vertex has been translated by the same amount

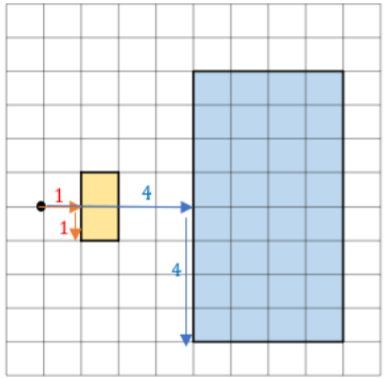
Enlarge by a positive scale factor

With a scale factor larger than 1 it makes the shape **bigger**



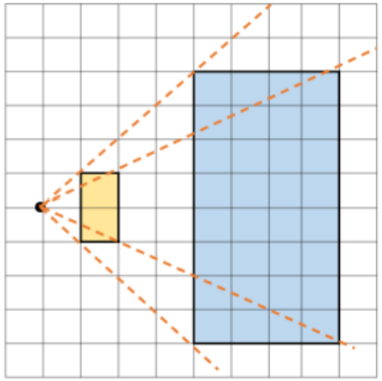
Enlarge a shape from a point

Scaled distances method



Scale the distance between the point of enlargement and each corresponding vertices

Rays method



Multiply the distance from the centre of corresponding vertices by the scale factor along the ray