

Scale drawings

1 : 20

For every 1cm on the model there are 20cm in real life

Remember: Scale drawings ONLY change lengths and distances. Angles remain the same

Scale drawings

A picture of a car is drawn with a scale of 1:30

For every 1cm on my image is 30cm in real life

The car image is 10cm



Image : Real life
1cm : 30cm
10cm : 300cm

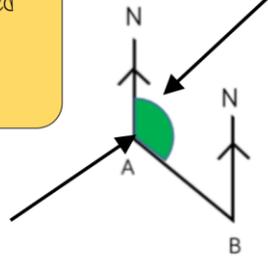
Understand and represent bearings

- A bearing is always measured from NORTH
- It is always given as three figures

The angle indicated starts from the North line at A and joins the path connecting A to B

This angle shows the bearing of B from A

The bearing of B from A is calculated by measuring the highlighted angle

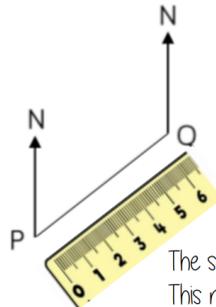


The sentence... "Bearing of ___ from ___" is really important in identifying the bearing being represented

Using estimation it is clear this angle is between 090° and 180°

Scale drawings using bearings

Remember — angles DO NOT change size in scaled drawings



The bearing measurements do not change from "real life" to images

The units in the ratio scale are the same

6cm = 30km
6:3,000,000

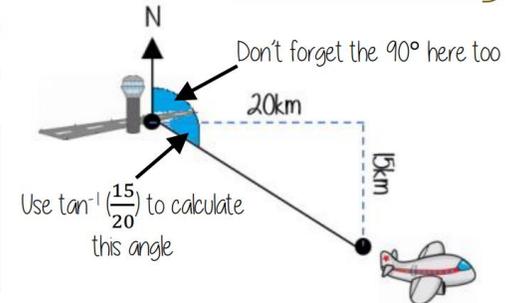
The scale may need to be calculated from the image. This represents 30km from P to Q

Bearings with right-angled geometry

Look for Right-angles: Pythagoras Trigonometry (Sin, Cos, Tan)

"Due West" bearing of 270° makes a 90° angle
"Due East" bearing of 090° makes a 90° angle

A plane flies East for 20km then turns South for 15km. Find the bearing of the plane from where it took off.



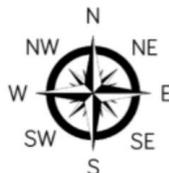
Use $\tan^{-1}(\frac{15}{20})$ to calculate this angle

Directions



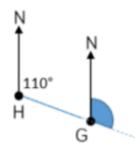
Clockwise

Anti-Clockwise

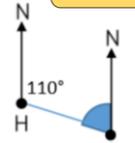


Bearings with angle rules

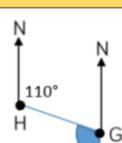
Because two North lines are PARALLEL....



They form corresponding angles and therefore are the same size



They form co-interior angles and add up to 180°

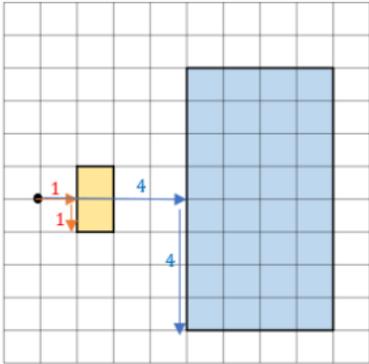


They form alternate angles and therefore are the same size



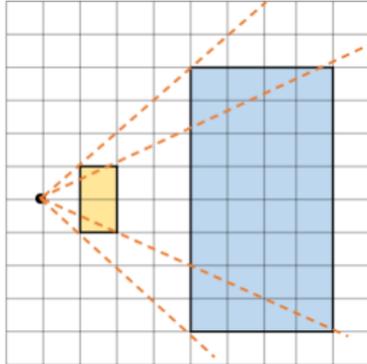
Enlarge a shape from a point

Scaled distances method



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

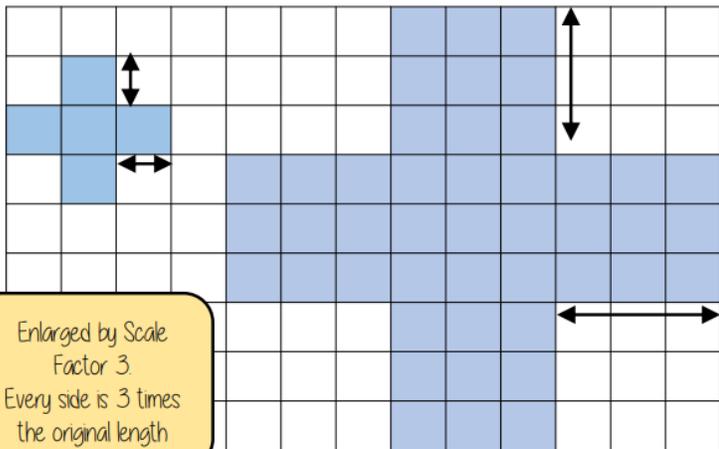
Rays method



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

Enlarge by a positive scale factor

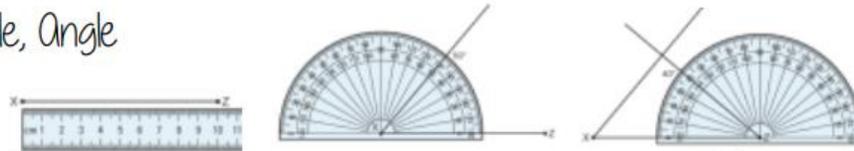
With a scale factor larger than 1 it makes the shape bigger



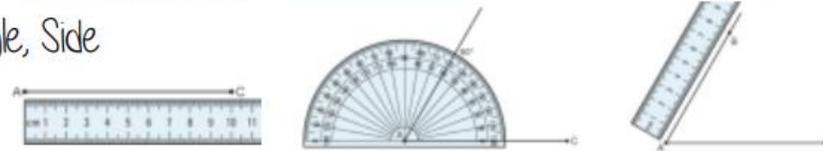
Enlarged by Scale Factor 3. Every side is 3 times the original length

Constructing Triangles

Side, Angle, Angle



Side, Angle, Side



Side, Side, Side



Positive fractional scale factor

With a scale factor between 0 and 1 it makes the shape smaller

