## Rotations in the Coordinate Plane

## What is a rotation?

- A rotation occurs when a figure is turned about a point
- That point is called the center of rotation


## Working through an example

Rotate the triangle $90^{\circ}$ around A

Original coordinates $\mathrm{A}(-2,1)$, $B(1,1)$, and $C(1,5)$

Once rotated, new coordinates are $A(-2,1), B(-2,4)$, and C $(-6,4)$


## If rotated about the origin

- If a figure is rotated $180^{\circ}$
- Multiply both coordinates by -1
- $(x, y) \longrightarrow(-x, y)$ for example $(3,5) \longrightarrow(-3,-5)$
- If a figures is rotated $90^{\circ}$ clockwise
- Multiply x-coordinates by -1
- Switch x and y coordinates
- $(x, y) \longrightarrow(-y, x)$ for example $(3,5) \longrightarrow(5,-3)$
- If a figures is rotated $90^{\circ}$ counter clockwise
- Multiply y-coordinates by -1
- Switch x and y coordinates
- $(x, y) \longrightarrow(-y, x)$ for example $(3,5) \longrightarrow(-5,3)$


## Another example (rotated across origin)

Rotated $90^{\circ}$ counter clockwise around the origin

Original coordinates $\mathrm{A}(4,4)$, $B(4,1)$, and $C(2,1)$

Once rotated, new coordinates are $\mathrm{A}(-4,4), \mathrm{B}(-1,4)$, and C(-1,2)


## Ideas for application

- Using construction and tissue paper, make a mock quilt using reflections, rotations, and transformation of different shapes (have a different quilts for different polygons)
- Use amalgamations to make an art project
- Cut a picture of a preferable object in half. Use the second half to demonstrate a reflection (putting the two sides together) and a rotation (put the pictures together with one side upside down)


## Making Connections

- Exploring rotations in the coordinate plane address the following $6^{\text {th }}, 7^{\text {th }}$, and $8^{\text {th }}$ grade Core Content Connectors
- 6.GM.ic4 Locate points on a graph
- 6.GM.1c5 Use order pairs to graph given points
- 6.GM.ic6 Find coordinate values of points in the context of a situation
- 6.GM.ic7 Use coordinate points to draw polygons
- 6.NO.1d5 find given points between -10 and 10 on both axis of a coordinate plane
- 6.NO.1d6 Label points between -10 and 10 on both axis of coordinate plane
- 7.GM.eı Construct or draw plane figures using properties
- 8.GM.ifi Recognize a rotation, reflection, or translation of a figure
- 8.GM.if2 Identify a rotation, reflection, or translation of a plane figure when given coordinates

The contents of this content module were developed by special educator Bethany Smith, PhDand validated by content expert Drew Polly, PhD at University of North Carolina at

