# Rotations in the Coordinate Plane

### What is a rotation?

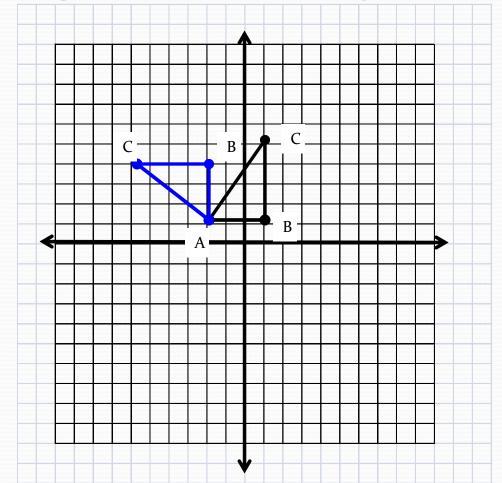
- A rotation occurs when a figure is turned about a point
- That point is called the center of rotation

## Working through an example

Rotate the triangle 90° around A

Original coordinates 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°
  - Multiply both coordinates by -1
    - $(x,y) \longrightarrow (-x,y)$  for example  $(3, 5) \longrightarrow (-3, -5)$
- If a figures is rotated 90° 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° counter clockwise
  - Multiply y-coordinates by -1
  - Switch x and y coordinates
    - $(x,y) \longrightarrow (-y,x)$  for example  $(3, 5) \longrightarrow (-5, 3)$

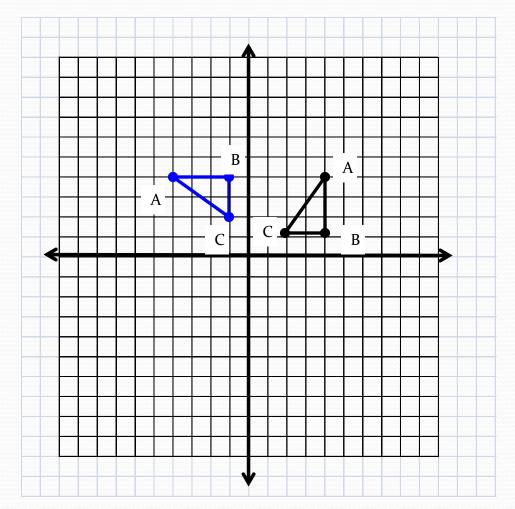
### Another example (rotated across

origin)

Rotated 90° counter clockwise around the origin

Original coordinates A(4,4), B(4,1), and C(2,1)

Once rotated, new coordinates are A(-4,4), 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<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grade Core Content Connectors
  - 6.GM.1c4 Locate points on a graph
  - 6.GM.1c5 Use order pairs to graph given points
  - 6.GM.1c6 Find coordinate values of points in the context of a situation
  - 6.GM.1c7 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.1e1 Construct or draw plane figures using properties
  - 8.GM.1f1 Recognize a rotation, reflection, or translation of a figure
  - 8.GM.1f2 Identify a rotation, reflection, or translation of a plane figure when given coordinates