

Warmup 2/ $(4^2 + \sqrt{4} + 4^0)$

PLEASE DO TUESDAY'S WARMUP!!! Early finishers can try Friday.

1)

x	y
1	16
2	22
3	28
4	36
5	44

2)

x	y
0	35
3	30
6	25
8	20
10	15

3)

x	y
-2	-7
-1	-3
0	1
1	5
2	9

4)

x	y
2	5
4	10
6	15
8	20
10	25

5)

x	y
1	30
2	28
3	26
4	24
7	18

6) One of these relationships is proportional. Which one is it, and how do you know?

Today is the deadline for Corrections/Extra
Practice for the Exponents Test!

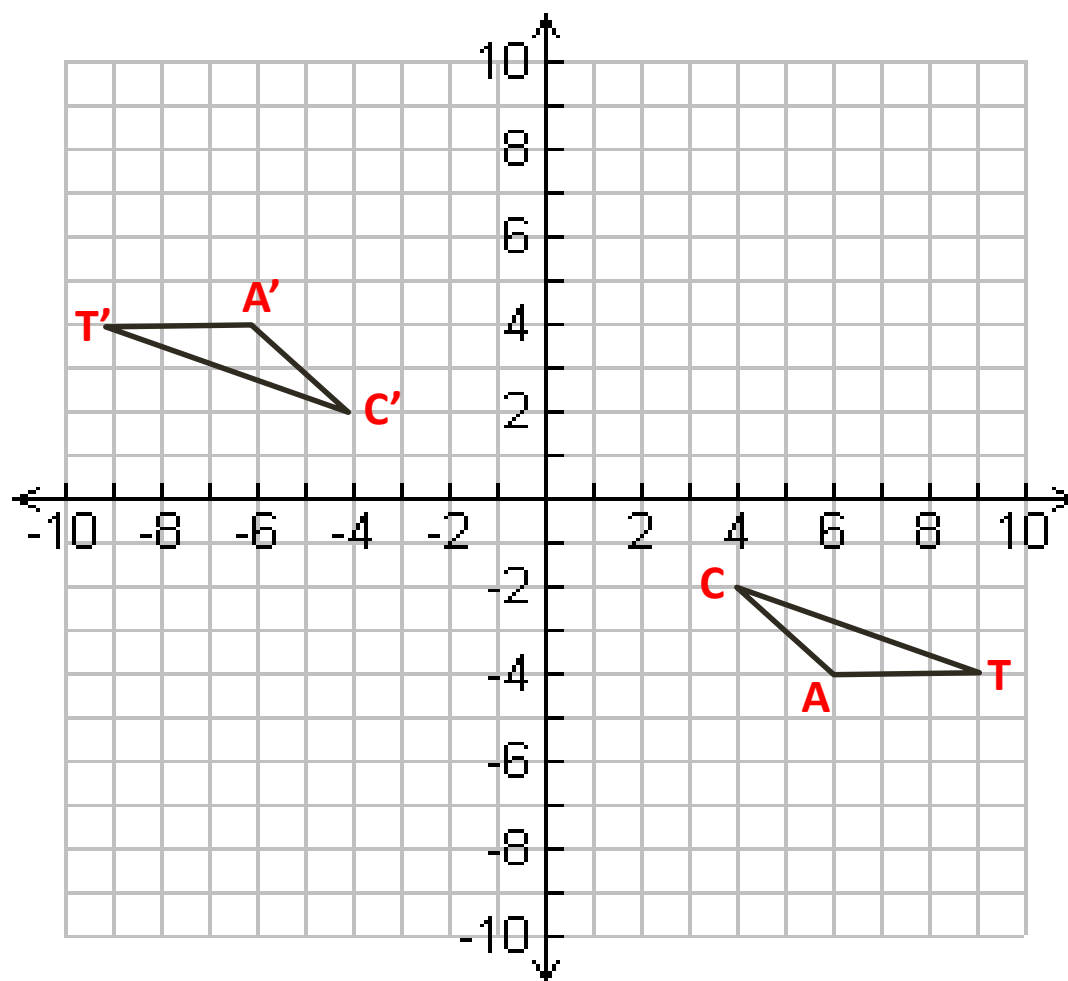
Table of Contents (2nd Semester)

p. 1	Exponent Basics (1.2)
p. 2	Zero and Negative Exponents (1.5)
p. 3	Multiplying and Dividing Powers (1.3)
p. 4	Power to a Power (1.4)
p. 5	Scientific Notation (1.6)
p. 6	Calculating with Scientific Notation (1.7)
p. 7	Angle Basics
p. 8	Angles formed by Parallel Lines
p. 9	Angle Sums of a Triangle (Guided)
p. 10	Transformations (6.1 – 6.3)
p. 11	Rotations (Handout)

*****GET OUT YOUR PIECE OF TRACING
PAPER FROM YESTERDAY!!!*****

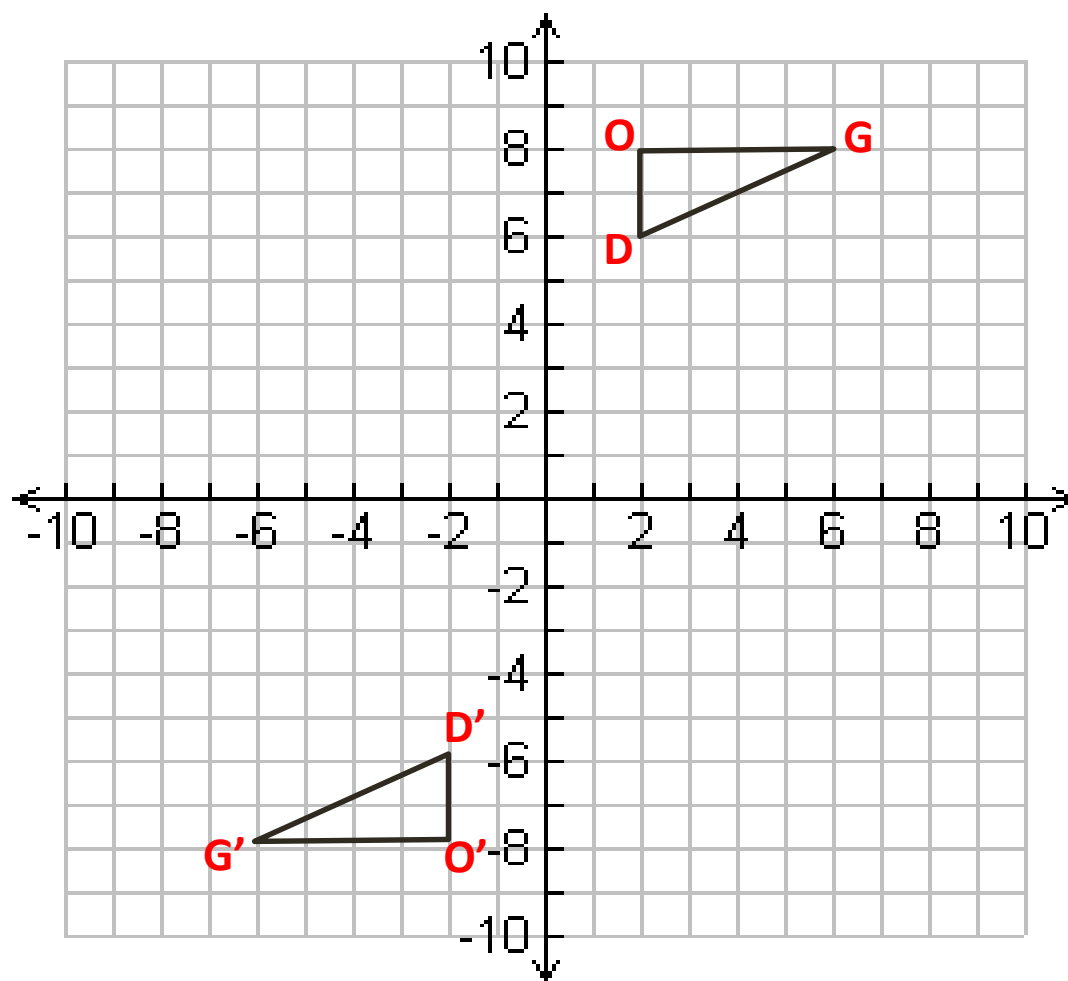
Rotations on the Coordinate Plane – WITH Patty Paper

- **ON GRAPH 2:**
- Rotate triangle CAT 180° counterclockwise.
- Use patty paper to trace the triangle **and the x- and y-axis.**
- Turn the patty paper 180° counterclockwise until the x- and y-axis line up again.
- Write down the new coordinates of C', A', and T' somewhere or memorize their locations.
- Remove the patty paper and draw your new triangle using those coordinates.



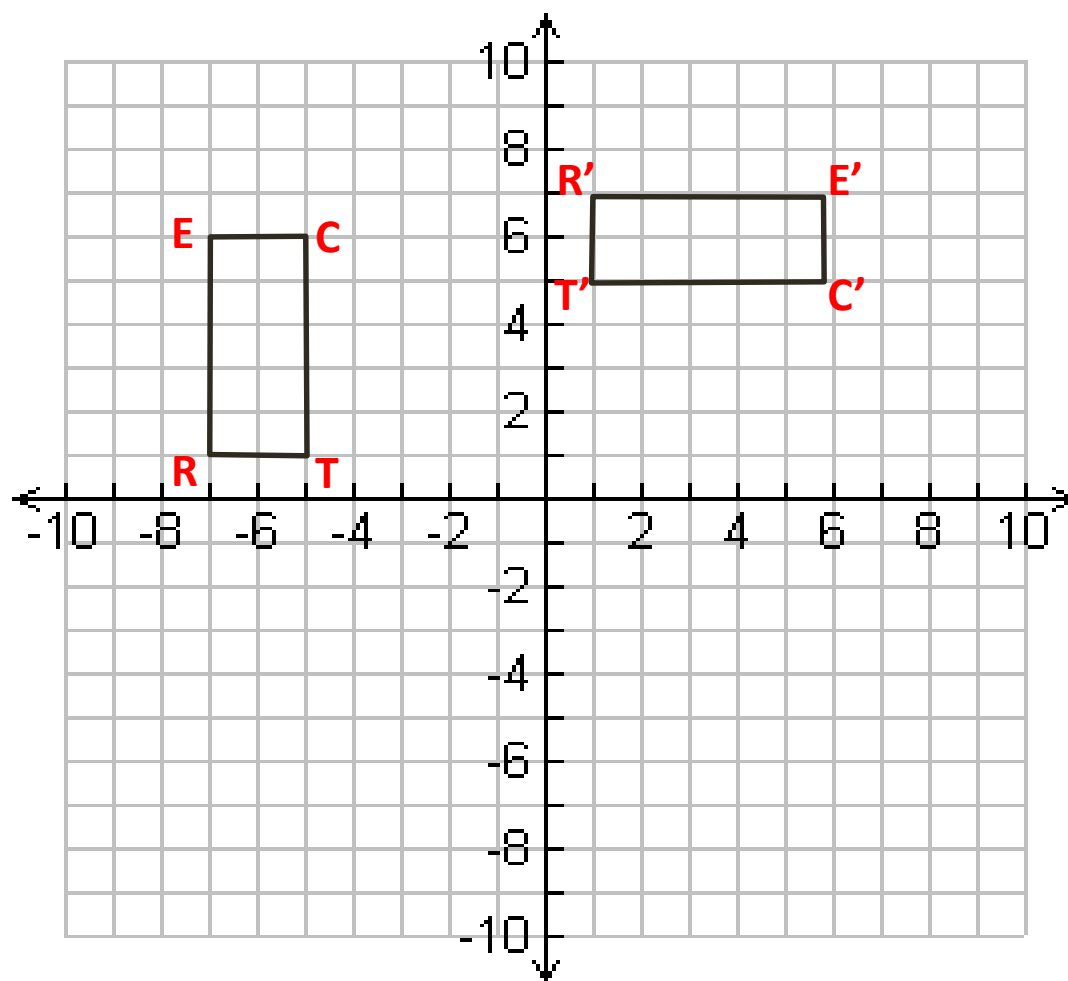
Rotations on the Coordinate Plane – WITH Patty Paper

- **ON GRAPH #3:**
- Rotate triangle DOG 180° counterclockwise.
- **BEFORE YOU DO ANYTHING: predict where you think the triangle will end up! Draw in your prediction.**
- Use the patty paper to perform the rotation.



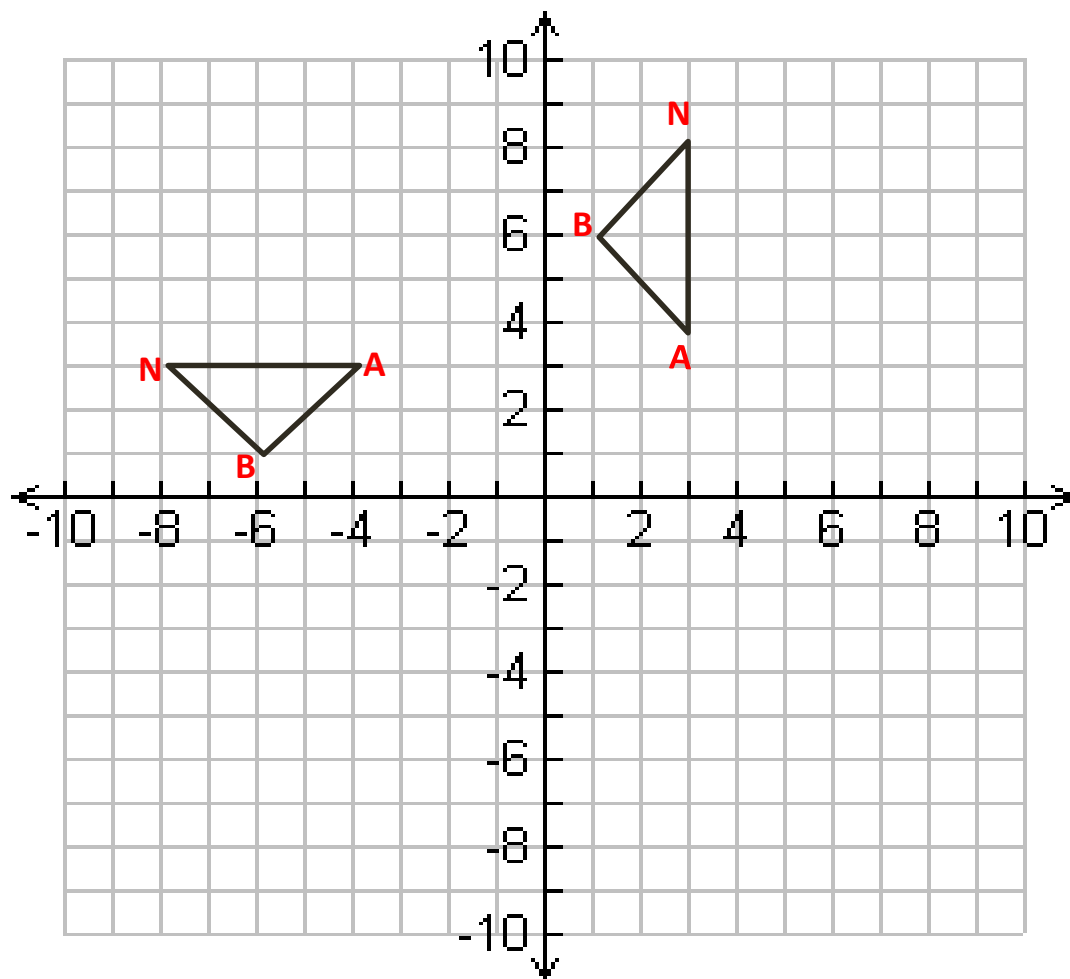
Rotations on the Coordinate Plane – WITH Patty Paper

- **ON GRAPH #4:**
- Rotate rectangle RECT 270° counterclockwise.
- **BEFORE YOU DO ANYTHING: predict where you think the triangle will end up! Draw in your prediction.**
- Use the patty paper to perform the rotation.



Rotations WITHOUT Patty Paper

- **GRAPH #5**
 - We are going to rotate triangle NBA 90° clockwise.
 - ****Strategy: Physically turn your paper so you can visualize exactly where it will end up!*****
1. Turn your paper 90° clockwise.
 2. Look at point B. It is up 6 spaces and right 1 space.
 3. Turn the paper back to its original position.
 4. Count up 6 and right 1 and plot point B'.
 5. Repeat for points N and A.
 6. Connect your new points and label them!

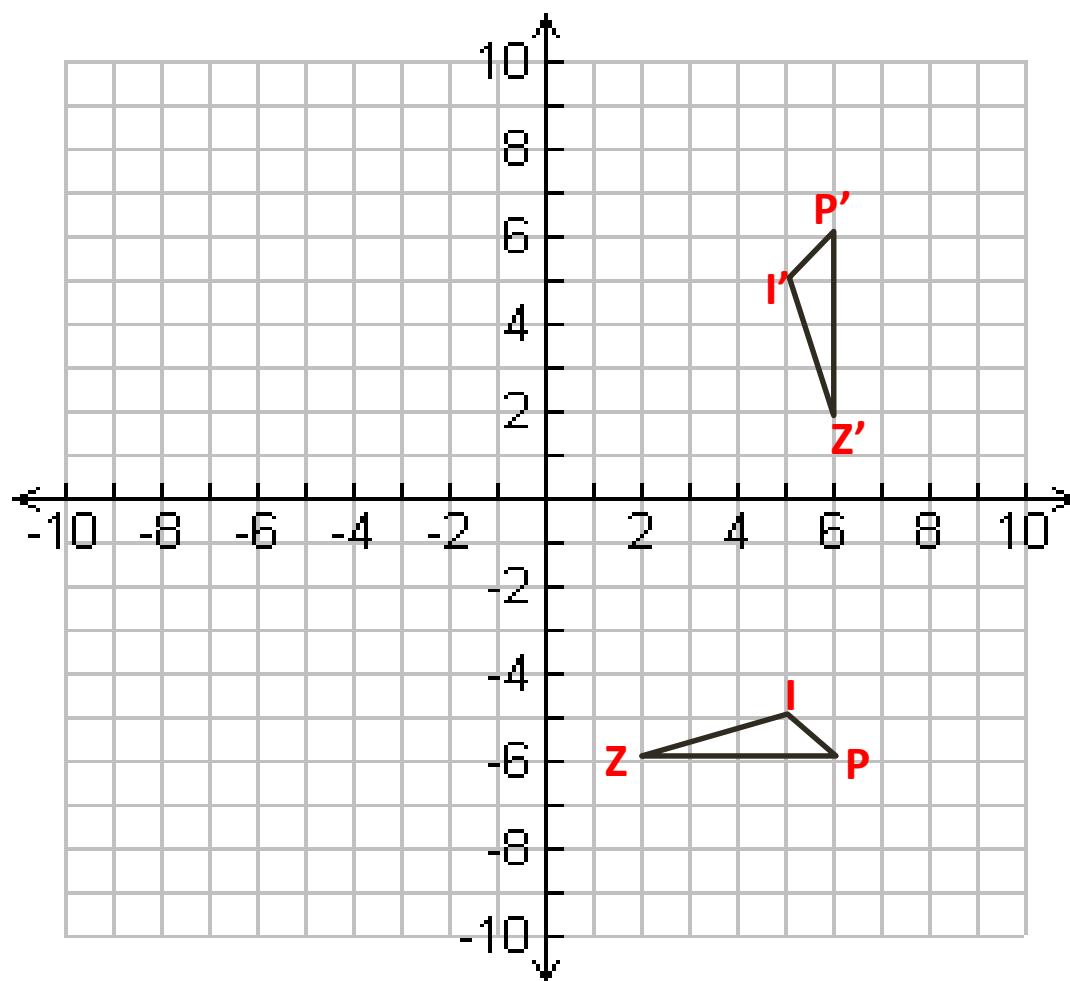


General Strategy

- Physically turn the paper to visualize where the shape will be. Then turn the paper back and plot it exactly in that location!

Rotations WITHOUT Patty Paper

- **GRAPH #6**
 - Draw this triangle: **Z(2, -6); I(5, -5); P(6, -6)**
 - We are going to rotate this figure 90° counterclockwise.
 - ****Strategy: Physically turn your paper so you can visualize exactly where it will end up!*****
1. Turn your paper 90° counterclockwise.
 2. Look at point Z. It is right 4 spaces and up 4 spaces.
 3. Turn the paper back to its original position.
 4. Count right 4 and up 4 and plot point Z'.
 5. Repeat for points I and P.
 6. Connect your new points and label them!



Rotation Strategy

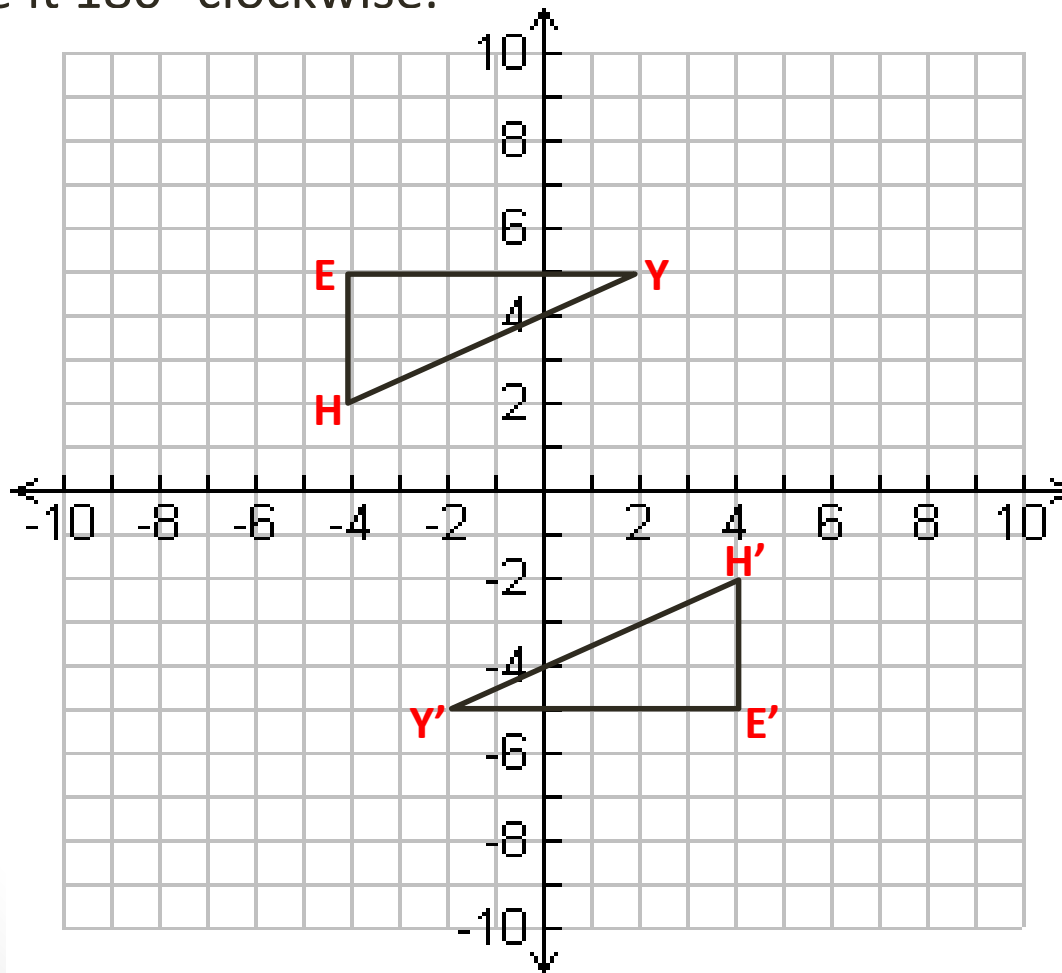
Write these on your transformations notes page!

- 1. Turn the paper to see where the shape will end up.**
- 2. Count squares from the origin to a vertex.**
- 3. Turn the paper back to normal.**
- 4. Count the same number of squares and plot the point.**
- 5. Repeat for each vertex!**

(There are several other strategies, but this is one of the easiest to understand!)

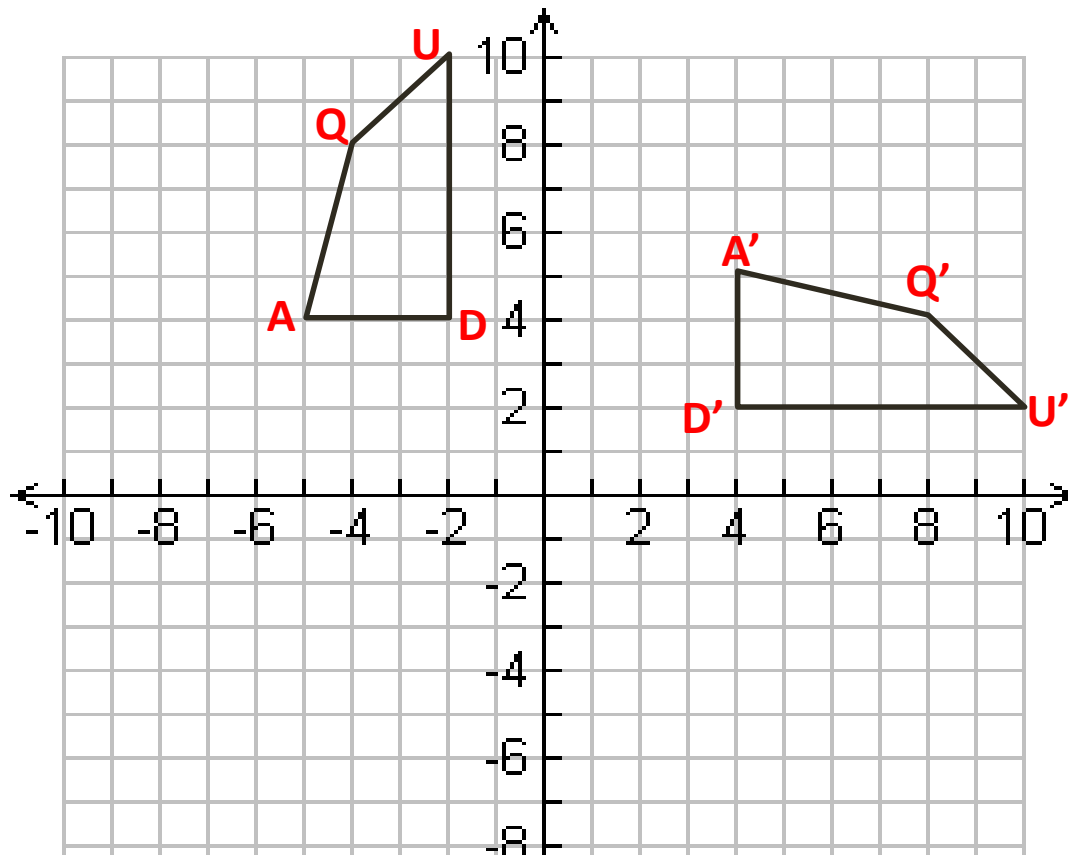
Rotations WITHOUT Patty Paper

- **GRAPH 7:** Draw this triangle: $H(-4, 2)$; $E(-4, 5)$; $Y(2, 5)$
- Rotate it 180° clockwise.



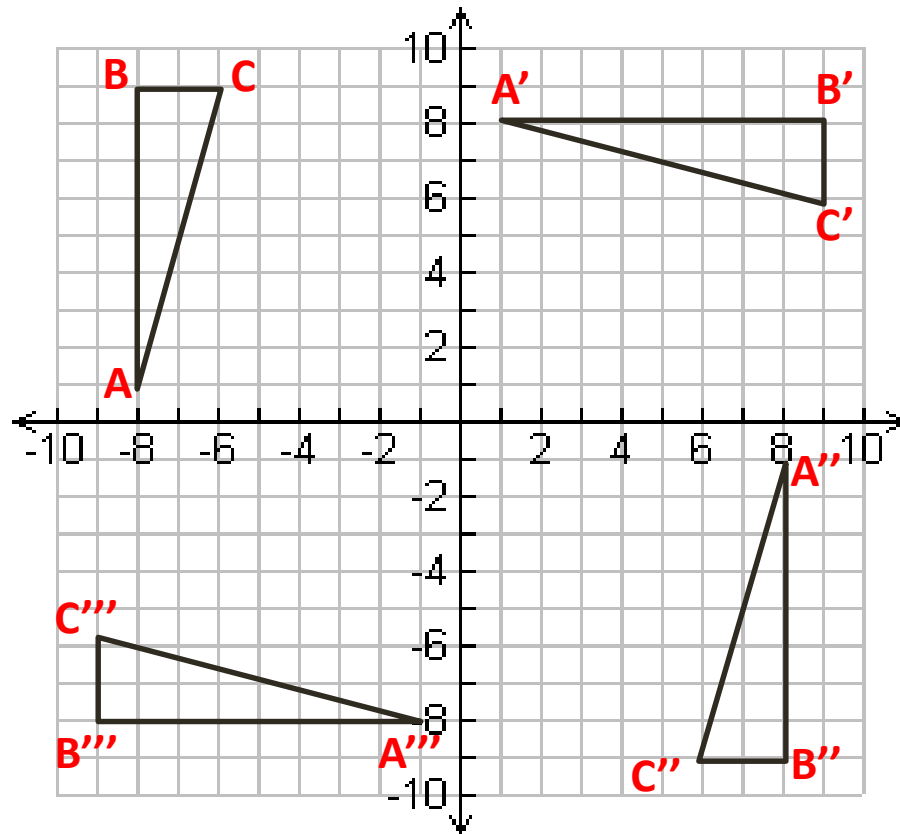
Rotations WITHOUT Patty Paper

- **GRAPH 8:** Draw this quadrilateral: $A(-5, 4)$; $U(-2, 10)$; $Q(-4, 8)$; $D(-2, 4)$
- Rotate it 270° counterclockwise.



- Draw this triangle:

1. Rotate it 90° clockwise about the origin. Label this triangle $A'B'C'$.
2. Rotate it 90° MORE clockwise. Label this $A''B''C''$.
3. Rotate it 90° MORE clockwise. Label this $A'''B'''C'''$.



Homework

*****COPY THESE INSTRUCTIONS BELOW THE GRAPHS*****

Do all WITHOUT patty paper.

- 1) Rotate the trapezoid 90° counterclockwise.**
- 2) Rotate the triangle 270° counterclockwise.**
- 3) Rotate the figure 180° .**