

## Let's Play with Geogebra

### **TRANSLATIONS & REFLECTIONS:**

- <http://tube.geogebra.org/m/55586>
- For the reflection, drag the points around to change the line of reflection
- For the translation, the arrow (called a "vector") tells you how far the image slides

### **ROTATIONS**

<http://www.geogebra.org/m/1595>

- Drag the point to the origin to make it more like what we've been doing
- Check "show image" to see where it rotates to

**NOTE: ROTATIONS ARE ALWAYS COUNTERCLOCKWISE AND AROUND THE ORIGIN UNLESS SPECIFIED OTHERWISE!**

## Sequences of Transformations Problems

**For each problem, drag the image points to where you think the shape will end up. Once you have it, the screen will say "Correct!"**

- Problem 1: <http://tube.geogebra.org/m/56271>
- Problem 2: <http://tube.geogebra.org/m/56272>
- Problem 3: <http://tube.geogebra.org/m/56273>
- Problem 4: <http://tube.geogebra.org/m/56274>
- Problem 5: <http://tube.geogebra.org/m/56277>

## HOMEWORK

- **Study Reflection**