

Chapter 15 – Activity 3 - Questions 13 and 14 Challenge

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- 13 Some properties change and some don't when you transform a shape. The properties that don't change are called **invariant** properties.

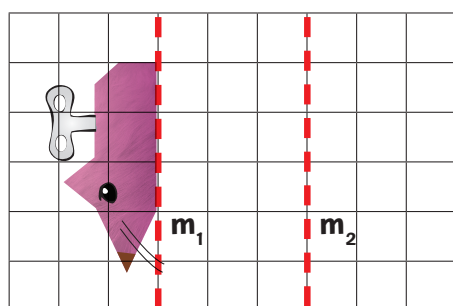
On the table, put the properties from the blue box in the 'Does **not** change' or 'Does change' box for each transformation.

	Reflection	Rotation	Translation
Does not change			
Does change			

length
angle size
shape
area
orientation

14 Challenge

This mouse was reflected several times to make a poster for a toy shop.



- Reflect the mouse in m_1 and then reflect just the **image** you have drawn, in m_2 .
What single transformation could you have done instead?
- Repeat this by drawing some different simple shapes in different places on a grid.
- Repeat with the parallel mirror lines further apart.
- Repeat with the drawing starting off in between the parallel lines.
- Make a summary of what you found out.

