

Transformations

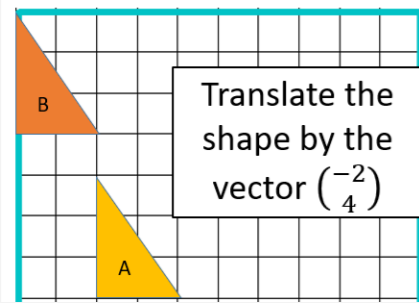
Vectors and Translations

We perform translations using vectors

A vector is a quantity that has both **magnitude (size) and direction.**

$$\begin{pmatrix} x \\ y \end{pmatrix}$$

X = number of moves to the right or left
Y = number of moves up or down



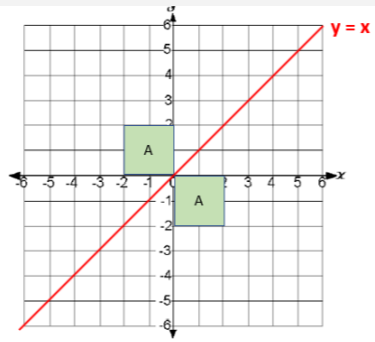
Translate the shape by the vector $\begin{pmatrix} -2 \\ 4 \end{pmatrix}$

Vector arithmetic

$$\begin{pmatrix} 5 \\ -2 \end{pmatrix} + \begin{pmatrix} -1 \\ -2 \end{pmatrix} = \begin{pmatrix} 4 \\ -4 \end{pmatrix}$$

Reflections

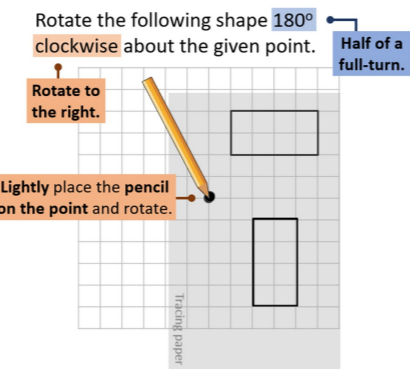
Reflect the shape in the equation $y = x$



Plot the line $y = x$

Reflect the shape in the line

Rotations

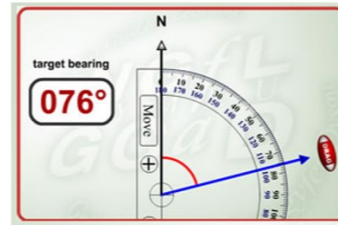


Unit 8:

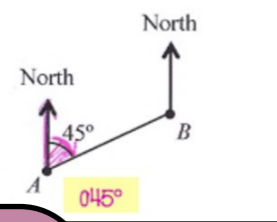
Transformations and Constructions

Bearings checklist

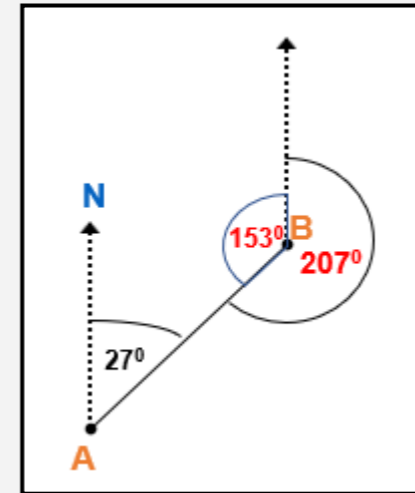
1. Measured **FROM**
2. Measured from **North**.
3. In a **clockwise** direction.
4. Written as **3 figures**.



Find the bearing of B from A



My bearing from A to B is 027° .
But what is my bearing from B to A?



Bearings

$$180 - 27 = 153$$

(co-interior angles sum to 180°)

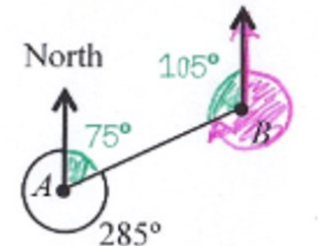
$$360 - 153 - 207^\circ$$

(angles around a point sum to 360°)

$$A \text{ from } B = 207^\circ$$

Find the bearing of A from B

$$360 - 105 = 255^\circ \text{ North}$$



An **enlargement** is a type of transformation that involves making a shape larger or smaller.

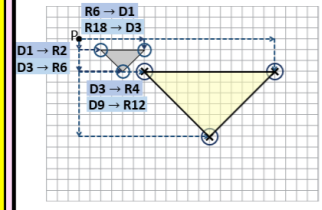
Enlargement by a positive integer scale factor

Steps:

- 1) Draw a point on each Vertex
- 2) Count the squares from the point to each vertex (do this one at a time)
- 3) **Multiply the distance by the Scale factor**
- 4) Draw on the new points and Join them up

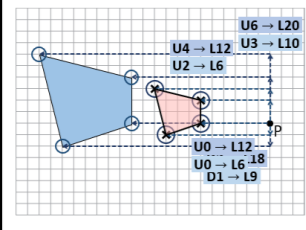
Integer Scale Factor

On the grid, enlarge the shape, scale factor 3, centre P.



Fractional Scale Factor

On the grid, enlarge the shape, scale factor $\frac{1}{2}$, centre P.



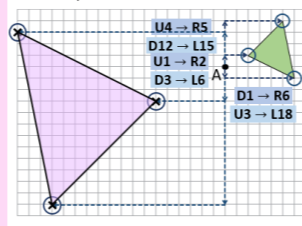
Enlargement

Enlargement by a negative scale factor

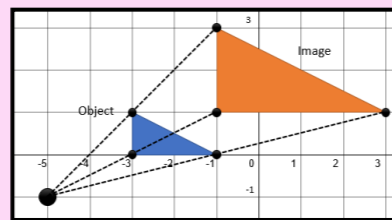
To **enlarge a shape by a negative scale factor**, we first **describe the movement from the centre** to a **point on the shape**.

Then we **reverse the movements starting from the centre** using the given scale factor.

On the grid, enlarge the shape by scale factor -3, centre A.



Describing an enlargement

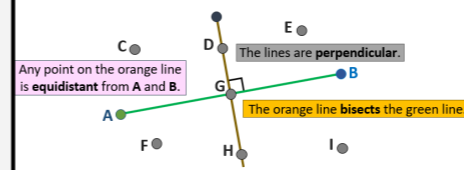


Enlargement of scale factor 2 About the point $(-5, -1)$

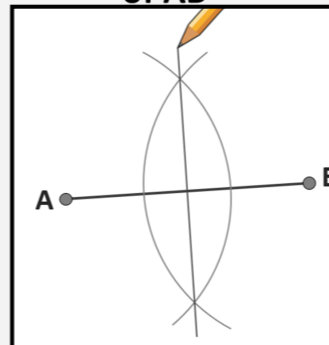
Steps:

- 1) Draw a point on each Vertex
- 2) Join up each point by A straight line
- 3) The point where all the Straight lines meet is the Point of enlargement

How are these lines related?



Construct the perpendicular bisector of AB



- (1) Draw two equal arcs.
- (2) Connect the intersections with a straight line.
- (3) This line is the **perpendicular bisector** and contains all the points **equidistant** from A and B.

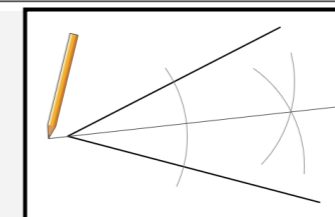


Never erase your construction lines!

Angle Bisector

Draw an acute angle on your page. Construct its **angle bisector**.

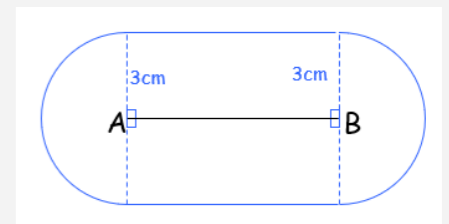
- (1) Draw an arc from the vertex.
- (2) Draw two more equal arcs from the intersections.
- (3) Join the new intersection up to the vertex.
- (4) This line is the **angle bisector** and contains all points **equidistant** from both **arms** of the angle.



A **locus of points** is a set of points satisfying a certain condition.

Find the locus of points 3cm from AB

- Draw a straight horizontal line
- Open your compass to 3cm
- Point the compass on the point A and draw an arc
- Point the compass on the point B and draw an arc
- Join them together with straight lines



Constructions and Loci