1.9 – Skills Check

Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Fill in the rules for each transformation.**

**TRANSLATIONS**

**Move Right** (x,y) →( , )

**Move Left** (x,y) →( , )

**Move Up** (x,y) →( , )

**Move Down** (x,y) →( , )

**REFLECTION**

**Reflect over x-axis** (x,y)→ ( , )

**Reflect over y-axis** (x,y)→ ( , )

**Reflect over y = x** (x,y)→ ( , )

**Reflect over y = -x** (x,y)→ ( , )

**ROTATION**

**Rotation 90° CW** (x,y)→ ( , )

**Same as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Rotation 90° CCW** (x,y)→ ( , )

**Same as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Rotation 180°** (x,y)→ ( , )

1.9 – Skills Check

Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**ROTATION**

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**Same as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Rotation 90° CCW** (x,y)→ ( , )

**Same as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Rotation 180°** (x,y)→ ( , )