



The Four Transformations

There are four **transformations** you need to know — **translation**, **rotation**, **reflection** and **enlargement**.

1) Translations

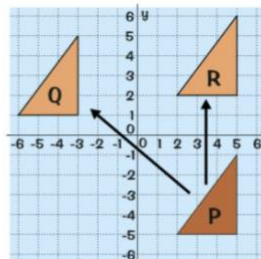


In a **translation**, the **amount** the shape moves by is given as a **vector** (see p.103-104) written $\begin{pmatrix} x \\ y \end{pmatrix}$ — where x is the **horizontal movement** (i.e. to the **right**) and y is the **vertical movement** (i.e. **up**). If the shape moves **left** and **down**, x and y will be **negative**.

EXAMPLE:

- Describe the transformation that maps triangle P onto Q.
- Describe the transformation that maps triangle P onto R.

- To get from P to Q, you need to move **8 units left** and **6 units up**, so...
The transformation from P to Q is a translation by the vector $\begin{pmatrix} -8 \\ 6 \end{pmatrix}$.
- The transformation from P to R is a translation by the vector $\begin{pmatrix} 0 \\ 7 \end{pmatrix}$.



2) Rotations



To describe a **rotation**, you must give **3 details**:

- The **angle of rotation** (usually 90° or 180°).
- The **direction of rotation** (clockwise or anticlockwise).
- The **centre of rotation** (often, but not always, the origin).

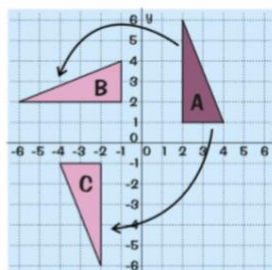
For a rotation of 180° , it doesn't matter whether you go clockwise or anticlockwise.

EXAMPLE:

- Describe the transformation that maps triangle A onto B.
- Describe the transformation that maps triangle A onto C.

- The transformation from A to B is a rotation of **90° anticlockwise about the origin**.
- The transformation from A to C is a rotation of **180° clockwise (or anticlockwise) about the origin**.

If it helps, you can use tracing paper to help you find the centre of rotation.



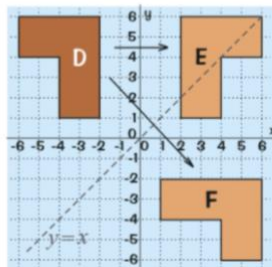
3) Reflections



For a **reflection**, you must give the **equation** of the **mirror line**.

EXAMPLE:

- Describe the transformation that maps shape D onto shape E.
 - Describe the transformation that maps shape D onto shape F.
- The transformation from D to E is a reflection in the **y -axis**.
 - The transformation from D to F is a reflection in the line **$y = x$** .



The Four Transformations

One more transformation coming up — **enlargements**. They're the trickiest, but also the most fun (honest).

4) Enlargements



For an **enlargement**, you must specify:

- The **scale factor**.
- The **centre of enlargement**.

$$\text{scale factor} = \frac{\text{new length}}{\text{old length}}$$

- The **scale factor** for an enlargement tells you **how long** the sides of the new shape are compared to the old shape. E.g. a scale factor of 3 means you **multiply** each side length by 3.
- If you're given the **centre of enlargement**, then it's vitally important **where** your new shape is on the grid.

The **scale factor** tells you the **RELATIVE DISTANCE** of the old points and new points from the **centre of enlargement**.

So, a **scale factor of 2** means the corners of the enlarged shape are **twice as far from the centre of enlargement** as the corners of the original shape.

Describing Enlargements

EXAMPLE:

Describe the transformation that maps Triangle A onto Triangle B.

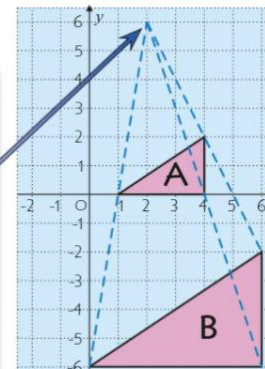
Use the formula to find the **scale factor**. (Just do this for one pair of sides.)

Old length of triangle base = 3 units
New length of triangle base = 6 units

$$\text{Scale factor} = \frac{\text{new length}}{\text{old length}} = \frac{6}{3} = 2$$

To find the **centre of enlargement**, draw **lines** that go through **matching corners** of both shapes and see where they **cross**.

So the transformation is an enlargement of scale factor 2, centre (2, 6).



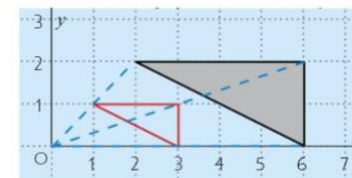
Fractional Scale Factors

- If the scale factor is **bigger than 1** the **shape gets bigger**.
- If the scale factor is **smaller than 1** (e.g. $\frac{1}{2}$) it **gets smaller**.

EXAMPLE:

Enlarge the shaded shape by a **scale factor of $\frac{1}{2}$** , about **centre O**.

- Draw **lines** going from the **centre** to **each corner** of the original shape. The corners of the new shape will be on these lines.
- The scale factor is $\frac{1}{2}$, so make **each corner** of the new shape **half as far** from O as it is in the original shape.



Knowledge Organiser: Year 9 Maths; Transformations (Part 2)



Congruent Shapes

Shapes can be **congruent**. And I bet you really want to know what that means — I can already picture your eager face. Well, lucky you — I've written a page all about it.

Congruent — Same Shape, Same Size

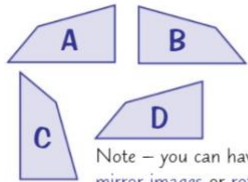


Congruence is another ridiculous maths word which sounds really complicated when it's not:

If two shapes are **CONGRUENT**, they are **EXACTLY THE SAME** — the **SAME SIZE** and the **SAME SHAPE**.



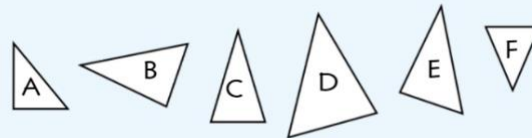
These shapes are all **congruent**:



Note — you can have **mirror images** or **rotations**.

EXAMPLE:

Two of the triangles below are congruent. Write down the letters of the congruent triangles.



Just pick out the two triangles that are **exactly the same** — remember that the shape might have been **rotated** or **reflected**. By eye, you can see that the congruent triangles are **B and E**.

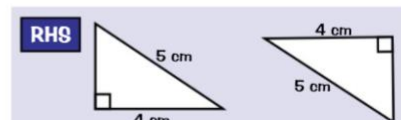
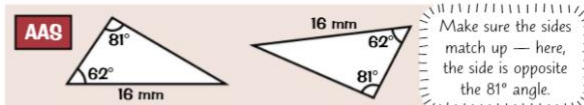
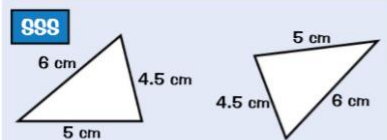
Conditions for Congruent Triangles



Two triangles are **congruent** if **one** of the four conditions below holds true:

- 1) **SSS** **three sides** are the same
- 2) **AAS** **two angles** and a **corresponding side** match up
- 3) **SAS** **two sides** and the **angle between them** match up
- 4) **RHS** a **right angle**, the **hypotenuse** and one other **side** all match up

The **hypotenuse** is the **longest side** of a right-angled triangle — the one **opposite** the right angle.



Similar Shapes

Similar shapes are **exactly the same shape**, but can be **different sizes** (they can also be **rotated** or **reflected**).

SIMILAR — same shape, **different size**.



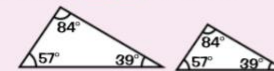
Similar Shapes Have the Same Angles



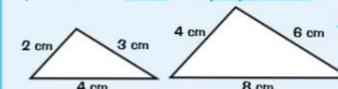
Generally, for two shapes to be **similar**, all the **angles** must match and the **sides** must be **proportional**. But for **triangles**, there are **three special conditions** — if any one of these is true, you know they're similar.

Two triangles are similar if:

- 1) All the **angles** match up.

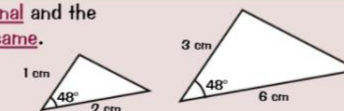


- 2) All three **sides** are **proportional**.



Here, the sides of the **bigger** triangle are **twice** as long as the sides of the **smaller** triangle.

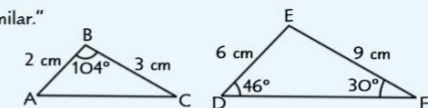
- 3) Any **two sides** are **proportional** and the **angle between them** is the **same**.



Watch out — if one of the triangles has been **rotated** or **flipped** over, it might look as if they're not similar, but don't be fooled.

EXAMPLE:

Tony says, "Triangles ABC and DEF are similar." Is Tony correct? Explain your answer.



Check condition 3 holds — start by finding the **missing angle** in triangle DEF:

Angle DEF = $180^\circ - 46^\circ - 30^\circ = 104^\circ$ so angle ABC = angle DEF

Now check that **AB** and **BC** are **proportional** to **DE** and **EF**:

$DE \div AB = 6 \div 2 = 3$ and $EF \div BC = 9 \div 3 = 3$ so **DE** and **EF** are 3 times as long as **AB** and **BC**.

Tony is correct — two sides are proportional and the angle between them is the same so the triangles are similar.

Use Similarity to Find Missing Lengths



You might have to use the **properties** of similar shapes to find missing distances, lengths etc. — you'll need to use **scale factors** (see p.77) to find the lengths of missing sides.

EXAMPLE:

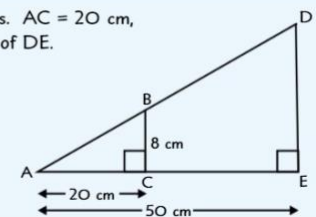
ABC and ADE are similar right-angled triangles. AC = 20 cm, AE = 50 cm and BC = 8 cm. Find the length of DE.

The triangles are **similar**, so work out the **scale factor**:

$$\text{scale factor} = \frac{50}{20} = 2.5$$

Now **use** the scale factor to work out the length of DE:

$$DE = 8 \times 2.5 = 20 \text{ cm}$$





How do we use Knowledge Organisers in Mathematics?

How can you use knowledge organisers at home to help us?

- **Retrieval Practice:** Read over a section of the knowledge organiser, cover it up and then write down everything you can remember. Repeat until you remember everything.
- **Flash Cards:** Using the Knowledge Organisers to help on one side of a piece of paper write a question, on the other side write an answer. Ask someone to test you by asking a question and seeing if you know the answer.
- **Mind Maps:** Turn the information from the knowledge organiser into a mind map. Then reread the mind map and on a piece of paper half the size try and recreate the key phrases of the mind map from memory.
- **Sketch it:** Draw an image to represent each fact; this can be done in isolation or as part of the mind map/flash card.
- **Teach it:** Teach someone the information on your knowledge organiser, let them ask you questions and see if you know the answers.

How will we use knowledge organisers in Mathematics?

Knowledge organisers will be used before I complete a Learning Check or Common Assessment. I will spend part of the lesson looking over each of the key topics of the half term before completing the Learning Check or Common Assessment.

I will also use these at home to complete my own independent learning and revision of these key topics.

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