

Name: \_\_\_\_\_ Period: \_\_\_\_\_ Date: \_\_\_\_\_

### **Transformation Drawing**

After studying Transformations (Translations, Reflections, and Rotations) we will use all three to shift, flip, and rotate a drawing around a coordinate plane.

Requirements:

- Create and draw an image of your own creation in Quadrant I. The figure must have **at least 6** points labeled. The drawing must be recognizable as an object.
- Reflect your object across the y-axis
- Rotate your object 90 degrees counterclockwise about the origin
- Translate your object COMPLETELY into quadrant III.
- Be sure to label the transformation and rules on the graph paper.
- On a separate sheet of paper the original coordinates of the drawing must be labeled and then the transformed coordinates must be labeled all three times it is transformed. **This is what is graded!**
- Be sure that your object is fully displayed in each quadrant.
- Ensure that your object is original. You may ask each other questions, but each student must have their own project with their own original object and transformation rules.
- Color!

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### Transformation Rubric

**Remember! List of points** is how the transformations will be graded.

Timeliness	<input type="checkbox"/> Project is turned in on time. (2 points) <input type="checkbox"/> Project is one day late. (1 point) <input type="checkbox"/> Project is more than one day late. (0 points)	/2
Following Directions	<input type="checkbox"/> Project is colored. (1 point) <input type="checkbox"/> Object is recognizable (1 point) <input type="checkbox"/> Object started in Quadrant I (1 point) <input type="checkbox"/> At least 6 points labeled throughout transformations (3 points) <input type="checkbox"/> Labeled Transformation Rules on Graph Paper (3 points) <input type="checkbox"/> Prime Notation on transformed points (1 point) <input type="checkbox"/> Object is fully displayed in each quadrant (1 point) <input type="checkbox"/> Originality of object and transformation rules (4 points)	/15
Transformations	Equations Meet Criteria in Project: <input type="checkbox"/> Reflection across y-axis (6 points) <input type="checkbox"/> Rotation 90 degrees counterclockwise about the origin (6 points) <input type="checkbox"/> Translation into quadrant IV (6 points)	/18

Total Points:

/35

Project Grade: