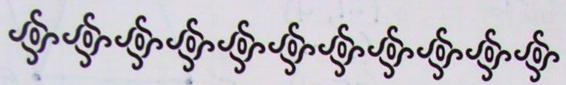
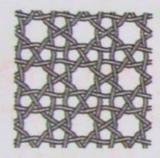
Iranslational Symmetry

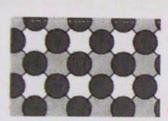
An image has **Translational Symmetry** if it can be divided by straight lines into a sequence of identical figures. Translational symmetry results from moving a figure a certain distance in a certain direction also called translating (moving) by a vector (length and direction).



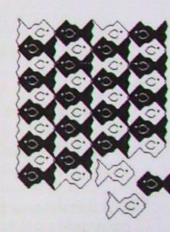
A tessellation is created when a shape is repeated over and over again covering a plane without any gaps or overlaps.

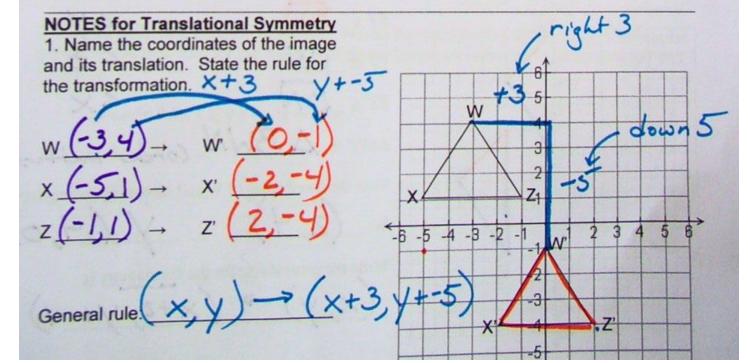
Another word for a tessellation is a tiling.





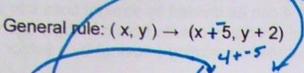


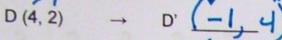




NOTES for Translational Symmetry, continued

2. The vertices of a polygon are listed. Name the coordinates of the image's translation given the general rule for the transformation. Graph and label the original polygon and its image.

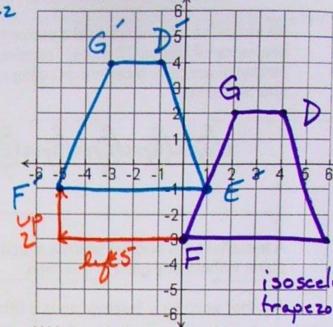




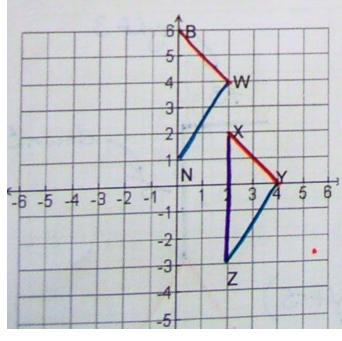
$$E(6,-3) \rightarrow E'(1-1)$$

$$F(0,-3) \rightarrow F'(-5,-1)$$

$$G(2,2) \rightarrow G'(-3,4)$$



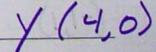
- 3. A point and its image after a translation are given. Write a rule to describe the translation.
- a. The translation that takes A(8, -6) to A'(9, -3)
- b. The translation that takes B(2, -10) to B'(2, -12)
- $(x,y) \rightarrow (x+1,y+3)$
- $(x,y) \rightarrow (x+0,y+1)$
- 4. A translational transformation also results in a congruent figure. Identify the congruent parts for triangle XYZ that was translated 2 units to the left and 4 units up.



$$\overline{XY} \cong \overline{BW}$$

$$\cong BW$$
 $\angle W \cong \angle Y$

State the coordinates of W and its corresponding vertex:



Write the general rule for the translation

