# Student Exploration: Translations

Vocabulary: image, matrix, preimage, translation

Prior Knowledge Questions (Do these BEFORE using the Gizmo.)

- 1. Ron lives at the corner of 2nd Avenue and 4th Street.
  - A. Mark the location of his home on the map to the right. Label the point "Home."
  - B. Ron leaves home and walks 3 blocks east and then 2 blocks south to the library. Mark this point on the map and label it "Library." Where is the library located?
- 2. Ron walks from the library to a park at the corner of Norte Avenue and 6th Street. Mark this point on the map and label it "Park." Describe a path he can take if he makes only one turn.

#### Gizmo Warm-up

When you move a point to a different location on the coordinate grid, you are performing a **translation** of the point. The *Translations* Gizmo allows you to translate a variety of figures.

- 1. Be sure **Point** is selected from the **Figure type** menu.
  - A. Under **Translation**, drag the *x* slider to the right and then to the left. Notice that you now see point *J*. Point *J* is the translated **image** of point *A* (the **preimage**).

How does point J move?

B. Now drag the **y** slider to the right and left. What happens to point *J*?

2. Drag point A around the grid. How does point J move?





Date:



Name: \_\_\_\_

Activity A: Translating geometric figures		Get the Gizmo ready:	
		Be sure <b>Point</b> is selected in the <b>Figure type</b> dropdown menu.	
1. Recall	that point J	is the translation of point A.	
A.	Mouseover Preimage	point <i>A</i> . Look at the <b>matrix</b> (rectangular array of numbers) under <b>matrix</b> . How is the preimage matrix related to the coordinates of <i>A</i> ?	
B.	What will the preimage matrix look like when point <i>A</i> has coordinates (8, 5)? Fill in the blanks to the right, and then check your answer in the Gizmo by entering the numbers under <b>Preimage matrix</b> . (Click on a number in the text field, type in a new value, and hit <b>Enter</b> .)		
C.	Under <b>Translation</b> , set $x$ to 4 and $y$ to $-2$ . Mouseover point $J$ . How can you use the translation values to get the coordinates of point $J$ from the coordinates of point $A$ ?		
2. Select	Segment fr	rom the <b>Figure type</b> dropdown menu.	
A.	How is the	preimage matrix related to AB?	
В.	Drag point <i>A</i> to (-4, 6) and point <i>B</i> to (3, -7). Find the coordinates of points <i>J</i> and <i>K</i> if $\boldsymbol{x}$ is set to 7 and $\boldsymbol{y}$ is set to -3. Show your work. Check your answers in the Gizmo.		
	Point <i>J</i> :		
	Point <i>K</i> :		
C.	Select Sho	w ruler to open both Gizmo rulers. Attach one ruler's "donuts" to points A	

and *B*, and the other ruler's "donuts" to points *J* and *K*. What is true about  $\overline{AB}$  and

values. Is  $\overline{AB}$  always congruent to  $\overline{JK}$ ? \_\_\_\_\_ Explain. \_\_\_\_\_

JK?

D. Drag points A and B around and experiment with different x- and y-translation

#### (Activity A continued on next page)

#### Activity A (continued from previous page)

- 3. Select **Triangle** from the **Figure type** menu. Under **Translation**, set both *x* and *y* to 0.
  - A. Fill in the blanks to the right to show the preimage matrix if the vertices of  $\triangle ABC$  are at A(-4, 3), B(2, 5), and C(-5, -4). Enter the values in the preimage matrix in the Gizmo. Then sketch  $\triangle ABC$  on the grid below.
  - B. Suppose each vertex of  $\triangle ABC$  is translated 5 units to the right and 4 units down to get the vertices of  $\triangle JKL$ . What translation values should you use in the Gizmo to show this translation?

x = \_\_\_\_\_ y = \_\_\_\_

- C. Sketch  $\triangle ABC$  and  $\triangle JKL$  on the grid to the right. Then check your graph in the Gizmo.
- D. Does  $\triangle ABC$  appear to be congruent to  $\triangle JKL$ ?

\_\_\_\_ Check your answer in the Gizmo.





- 4. Solve each of the following problems. Write your steps in the space below each problem. Then check your answers in the Gizmo.
  - A. Suppose  $\overline{AB}$  is translated 1 unit left and 6 units up to  $\overline{JK}$ . If the endpoints of  $\overline{JK}$  are J(-8, -1) and K(-3, 7), where are the endpoints of  $\overline{AB}$  located?
  - B. Suppose  $\triangle ABC$  is translated 8 units right and 4 units down to  $\triangle JKL$ . If the vertices of  $\triangle ABC$  are located at A(-6, -4), B(12, -9), and C(8, 10), where are the vertices of  $\triangle JKL$  located?
  - C. Suppose point *A* is at (7, 4) and point *J* is at (3, 8). Find the *x* and *y*-translation values needed to translate point *A* to point *J*.



Activity B: Translations and matrices	Get the Gizmo ready: • Under Figure type, select Point. $= \begin{bmatrix} J & K & L \\ -16 & 17 & -12 \\ -9 & -4 & 4 \end{bmatrix}$		
1. With <b>Point</b> select	cted, set the <b>Preimage matrix</b> to $\begin{bmatrix} 5\\ -3 \end{bmatrix}$ . Under <b>Translation</b> , set <b>x</b> to 8 and <b>y</b>		
to 4. Examine th	e matrix equation displayed above the graph.		
A. Compare	e the first matrix to the <b>Preimage matrix</b> . What do you notice?		
B. How do t	the elements in the second matrix relate to the <i>x</i> - and <i>y</i> -translation values?		
The seco	ond matrix is the <i>translation matrix</i> .		
C. How do t	the elements in the third matrix relate to the coordinates of point J?		
	The third matrix is the <i>image matrix</i> .		
D. How doe	. How does each element in the image matrix relate to the corresponding elements of		
the prein	nage and translation matrices?		
E. Experime	ent with other points and translations in the Gizmo. Is the image matrix		
always th	ne sum of the preimage matrix and the translation matrix?		
2. Select Segment from the Figure type menu.			
A. Notice th	at the translation matrix now has 2 rows and 2 columns, and that the		
numbers	in each row are the same. Why does this happen?		
B. What do	you think the translation matrix for a triangle will look like?		
Select Tr	r <b>iangle</b> from the <b>Figure type</b> menu to check.		

### (Activity B continued on next page)



## Activity B (continued from previous page)

3. The matrix equation shown to the right describes a translation.

$$\begin{bmatrix} 5 & -1 & 4 \\ 6 & 7 & -2 \end{bmatrix} + \begin{bmatrix} -6 & -6 & -6 \\ -3 & -3 & -3 \end{bmatrix} = \begin{bmatrix} -1 & -7 & 2 \\ 3 & 4 & -5 \end{bmatrix}$$

- A. What type of figure is being translated?
- B. Look at the translation matrix. How does the translation matrix tell you to move the figure?



- C. Sketch the preimage ( $\Delta ABC$ ) and image ( $\Delta JKL$ ) on the grid to the right. Check your answer in the Gizmo.
- 4. Segment *AB* shown on the grid to the right is translated 7 units right and 8 units down to  $\overline{JK}$ .
  - A. In the space below, write the matrix equation for zthis translation.
  - B. Use the image matrix to help you sketch  $\overline{JK}$  on the grid. Check your answer in the Gizmo.
- 5. In the space below, write the matrix equation for the translation shown on the graph to the right ( $\Delta ABC$  is the preimage). Check your answer in the Gizmo.





