LESSON Challenge 1-8 Turn it Around

Translations and reflections are transformations in the position of a figure. A third transformation that preserves congruence is called a **rotation**. Point *A* is at (4, 0). Move point *A* along the semicircle 90° in a counterclockwise direction. The rotated point has coordinates (0, 4). This is called a rotation of 90° counterclockwise centered at the origin.

Use the graph at right for Exercises 1–6.

Rotate figure EFGH 90° clockwise through the origin.

- 1. What are the coordinates of the vertices of the rotated figure?
- 2. Write a general rule to show the result of rotating a point 90° clockwise through the origin.
- Write a general rule to show the result of rotating a point 90° counterclockwise through the origin.

To rotate a figure through a point other than the origin, translate the figure so that the point of rotation is at the origin. Then perform the rotation through the origin. Finally, reverse the translation.

Rotate quadrilateral *EFGH* counterclockwise 90° through the point (2, 0). First translate the quadrilateral 2 units left to move the point of rotation, (2, 0), to the origin.

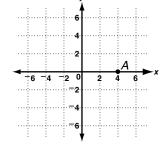
4. What are the coordinates of the vertices of the translated quadrilateral?

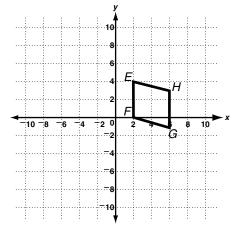
Now, rotate the translated quadrilateral 90° counterclockwise through the origin.

5. What are the coordinates of the vertices of the rotated quadrilateral?

Finally, reverse the translation by moving the quadrilateral 2 units right.

6. What are the coordinates of the vertices of the final quadrilateral?





64

