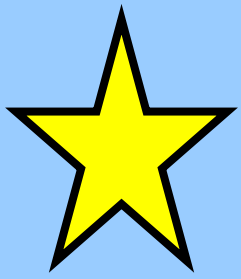


REFLECTIONS





WALT

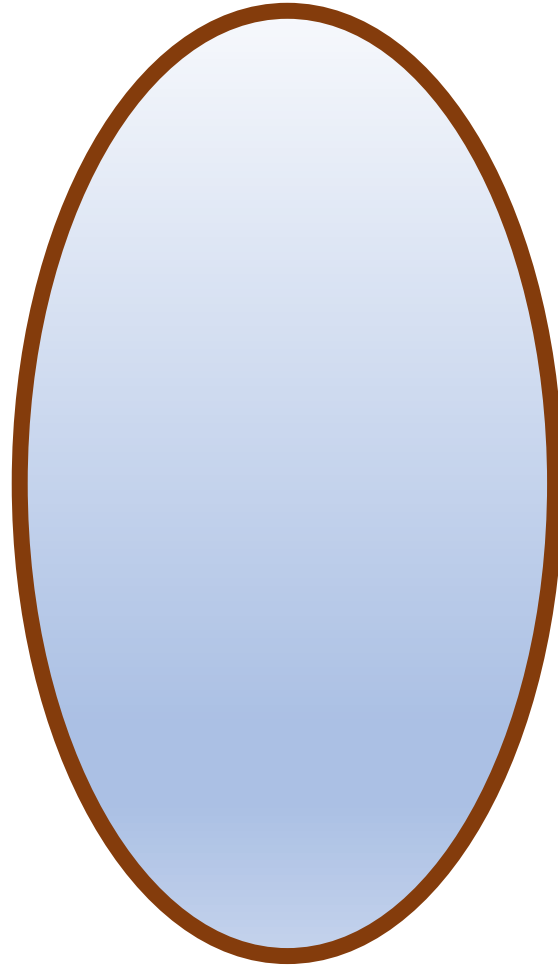


WALT reflect shapes
I can:

- See what is the same and what is different.
- Use the x and y axis as a line of reflection.
- Draw a reflection of a shape.



Reflections

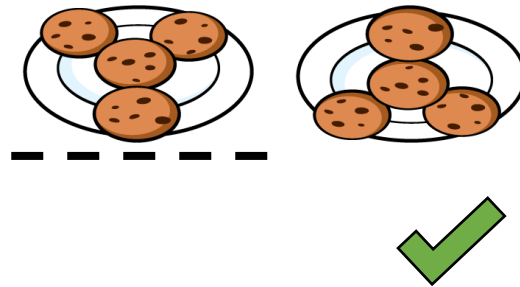
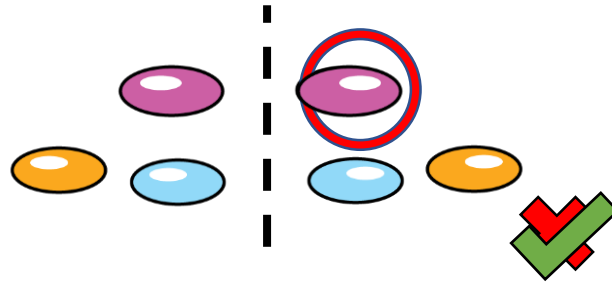
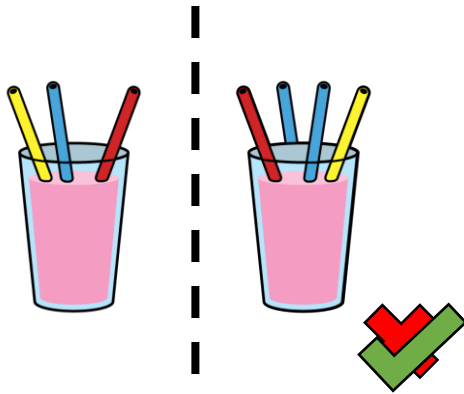
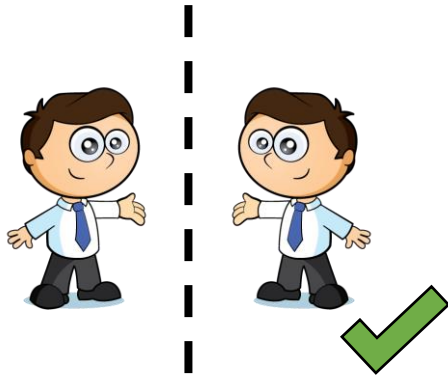


What's changed?
What's stayed the same?

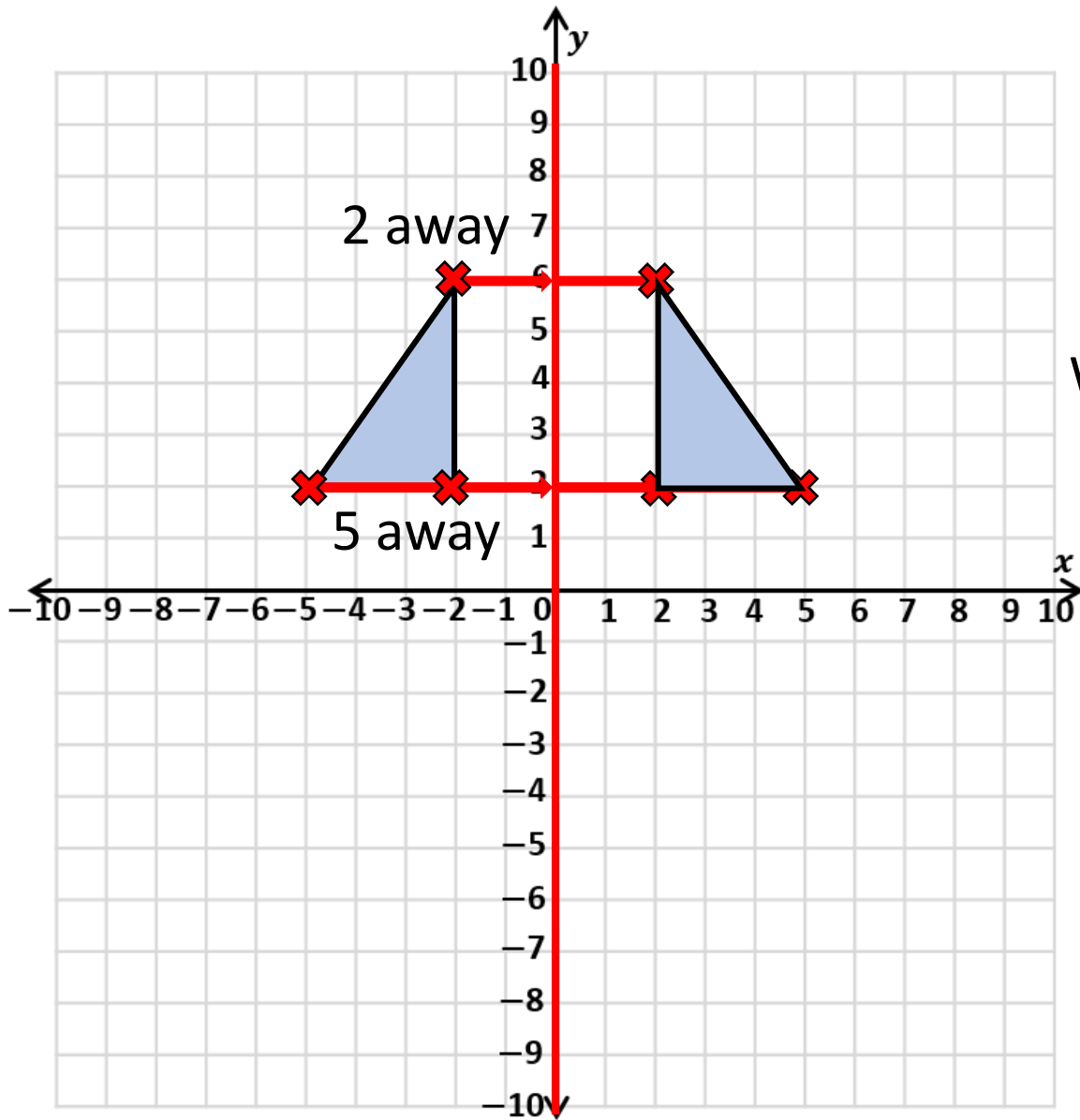
Have a think



Which images are reflections? Which images are not?



Have a think 

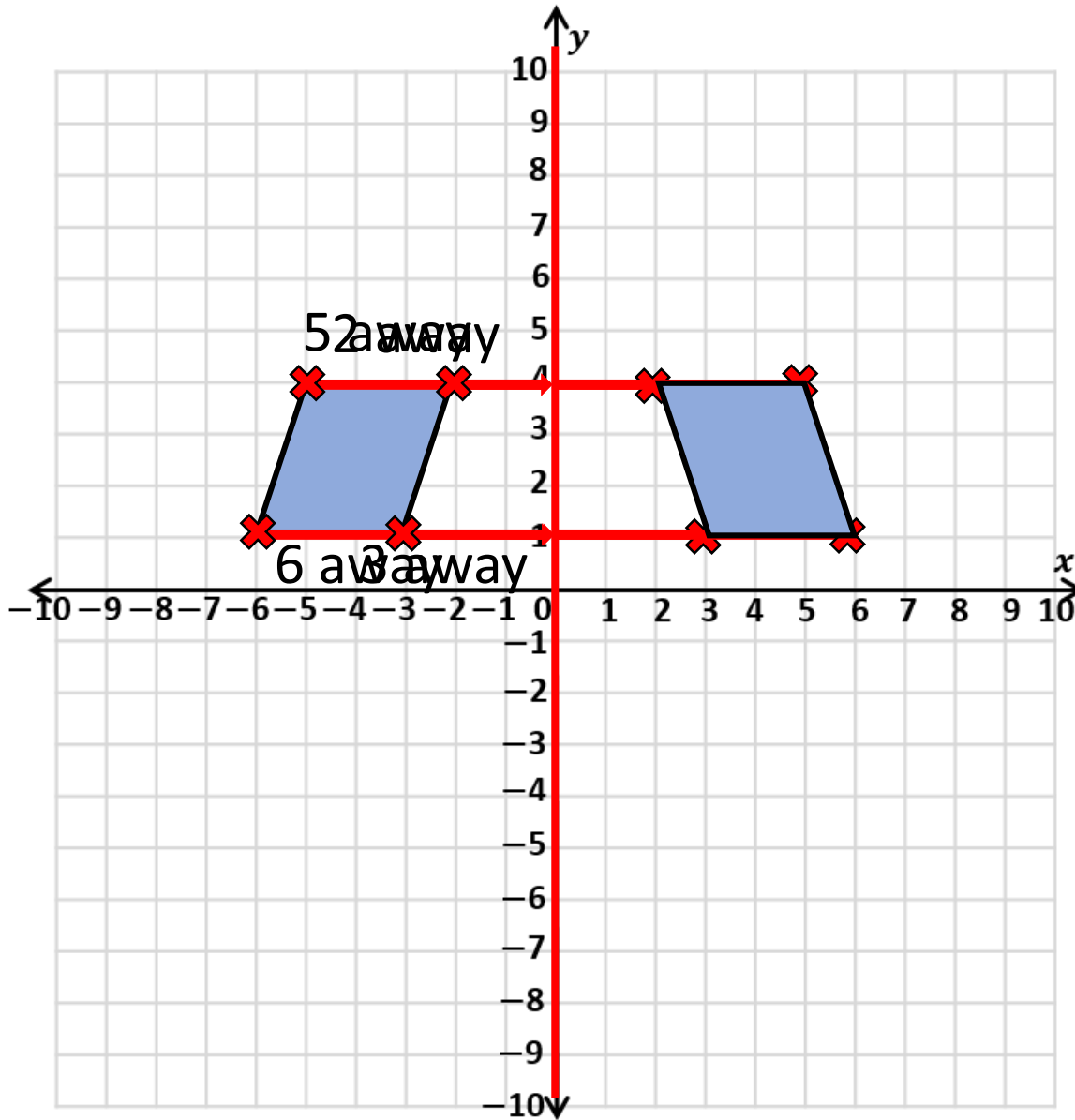


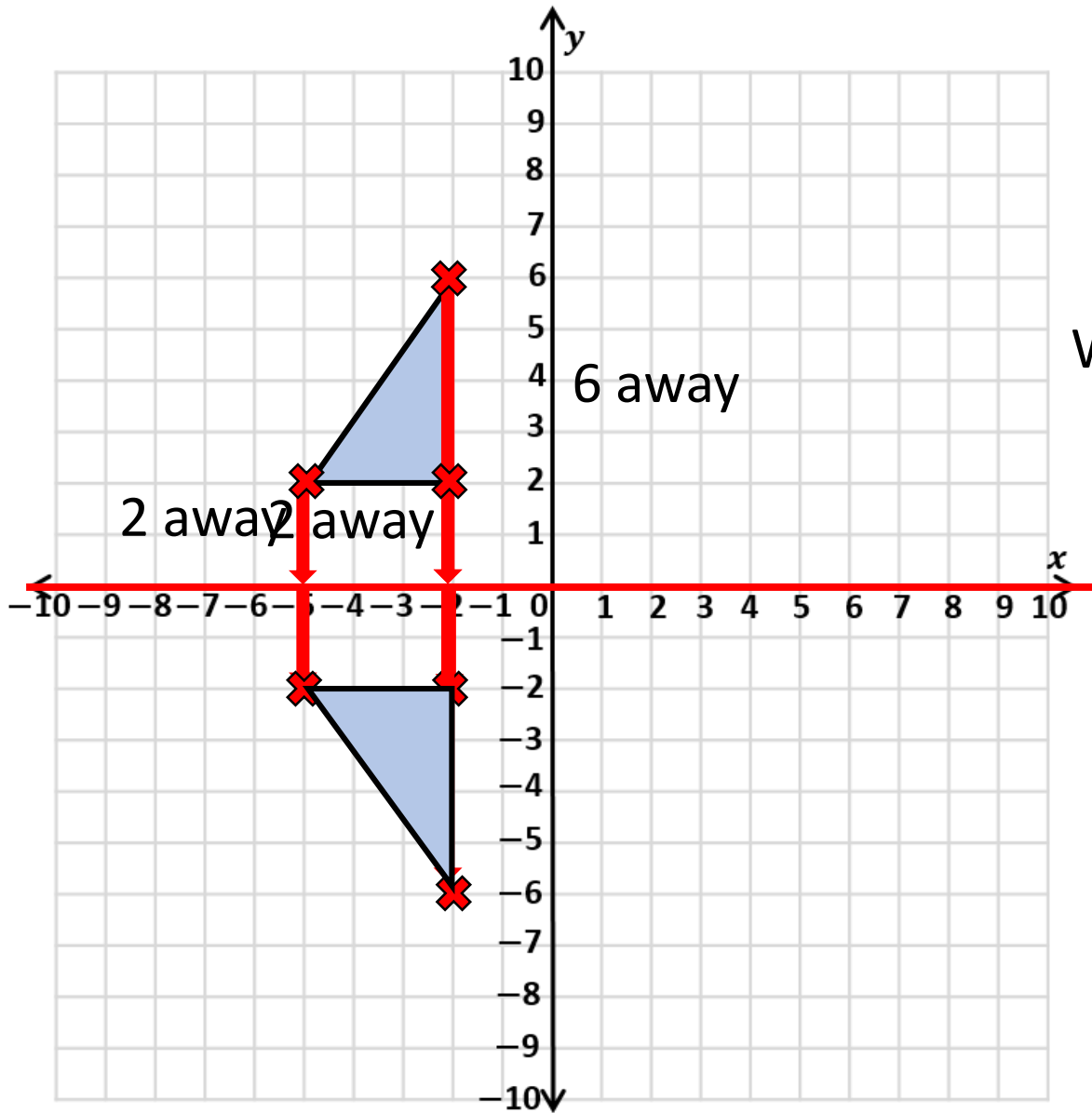
We are going to
reflect the
triangle in the
y-axis



Have a think

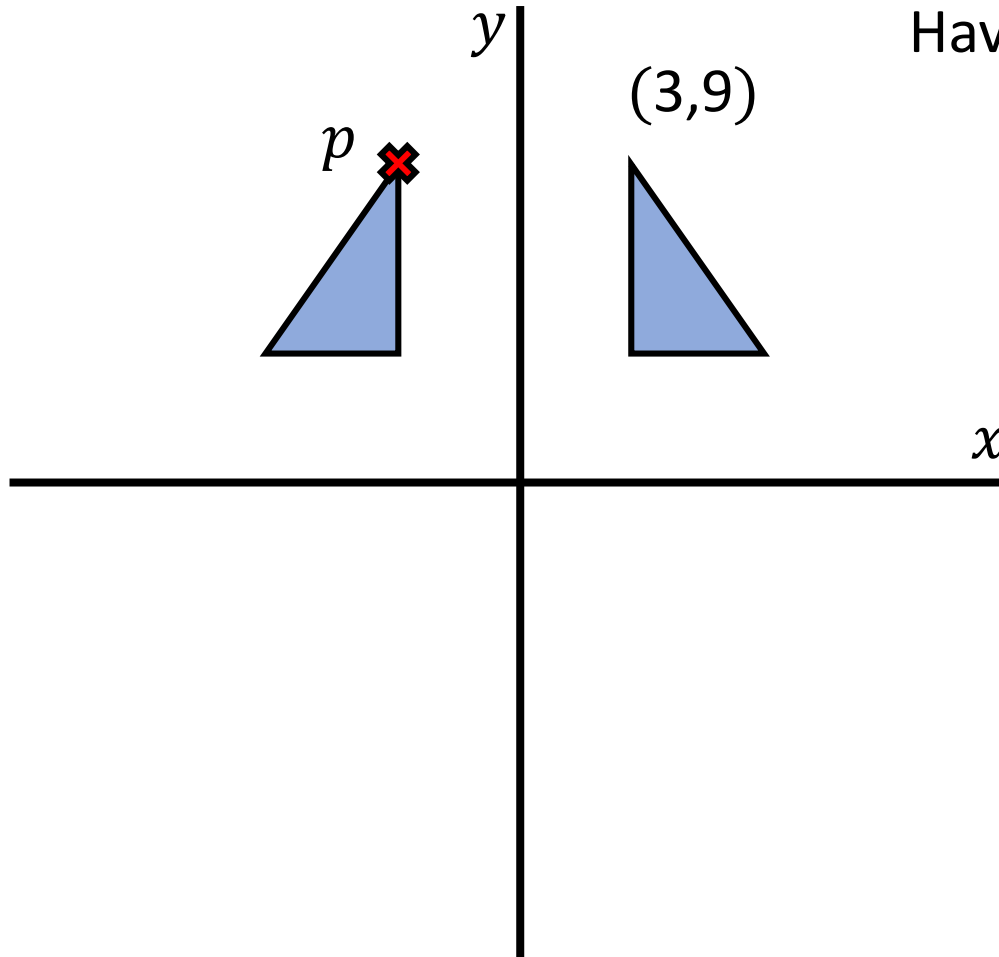
Reflect the
shape in the
y-axis



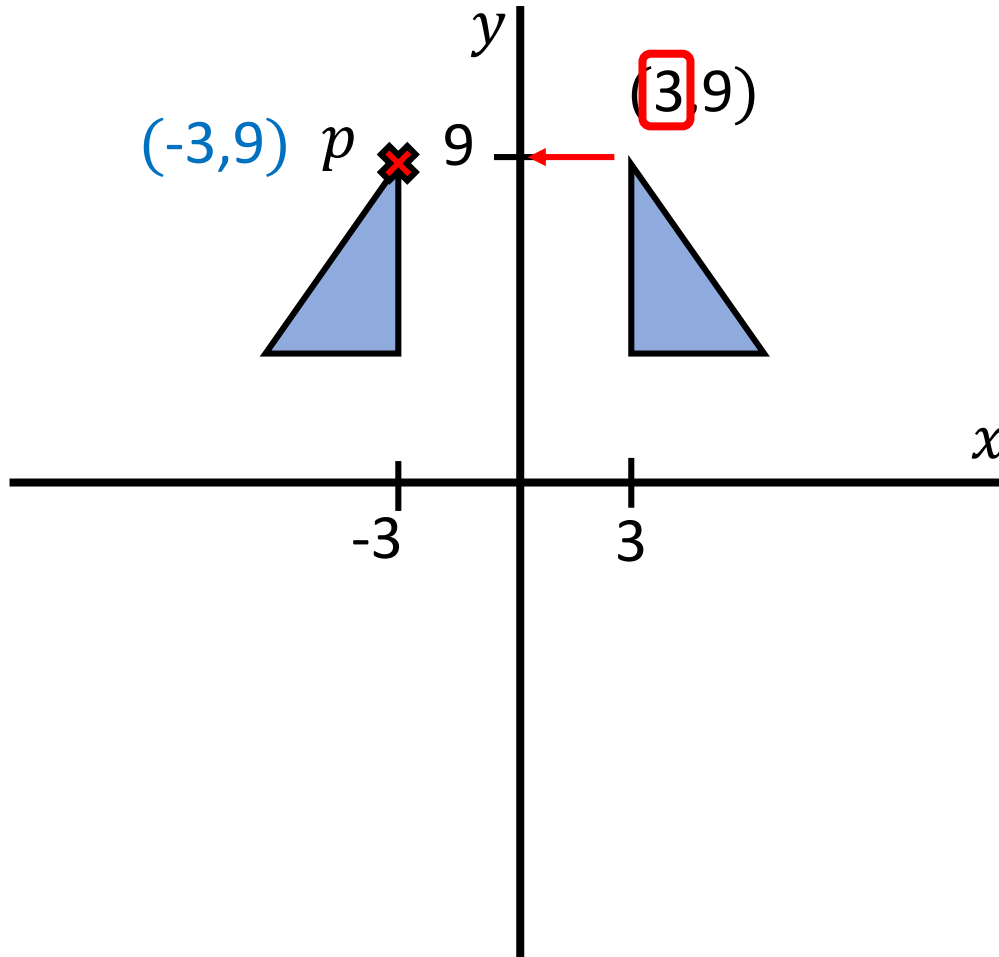


We are going to reflect the triangle in the x -axis

Have a think



The triangle is reflected in the y -axis.
What will be the coordinate of the vertex p ?



The triangle is reflected in the y -axis.
What will be the coordinate of the vertex p ?