

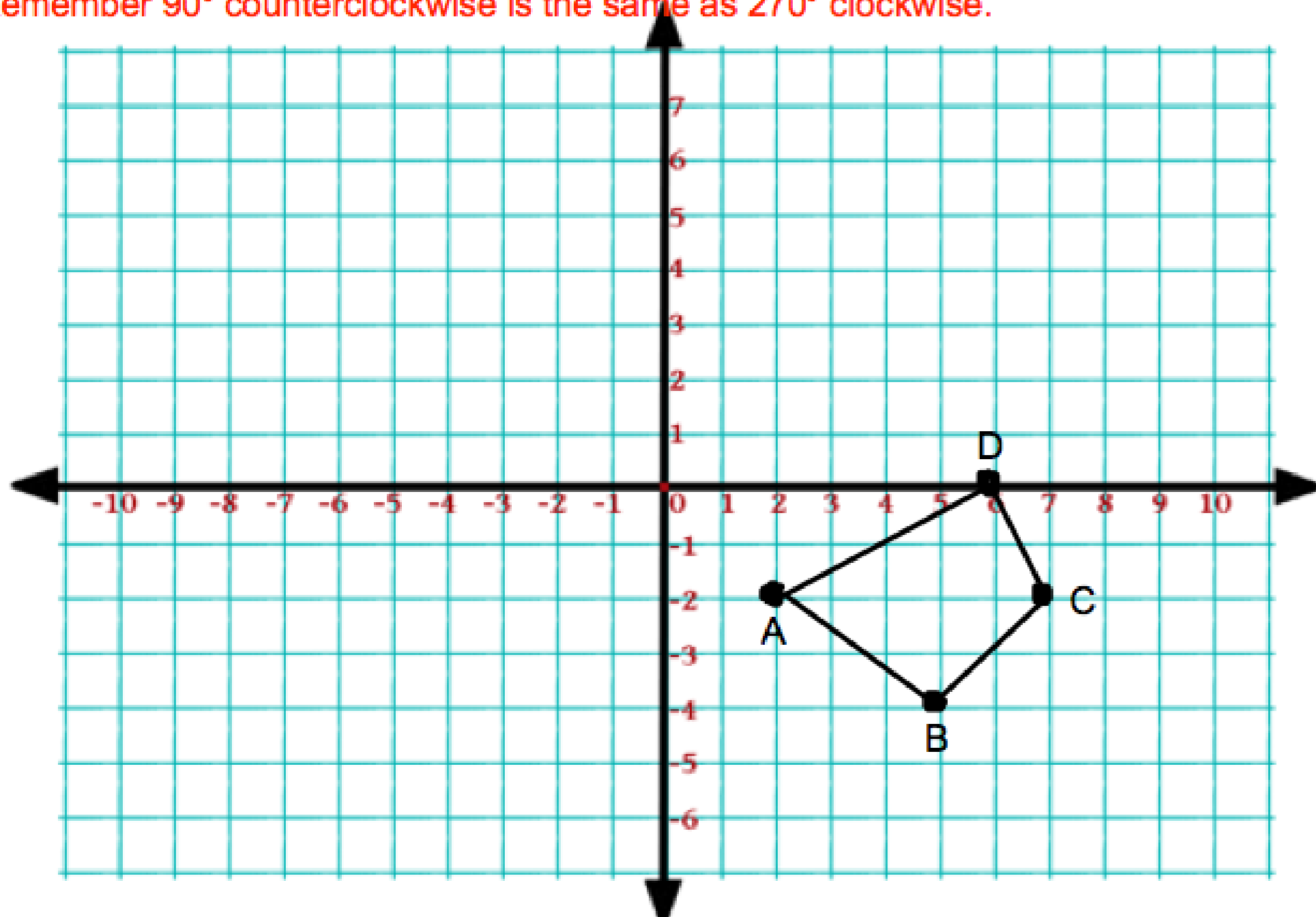
Rotation Notes - Part 2

Rotation: is the turning of a shape around a fixed point.

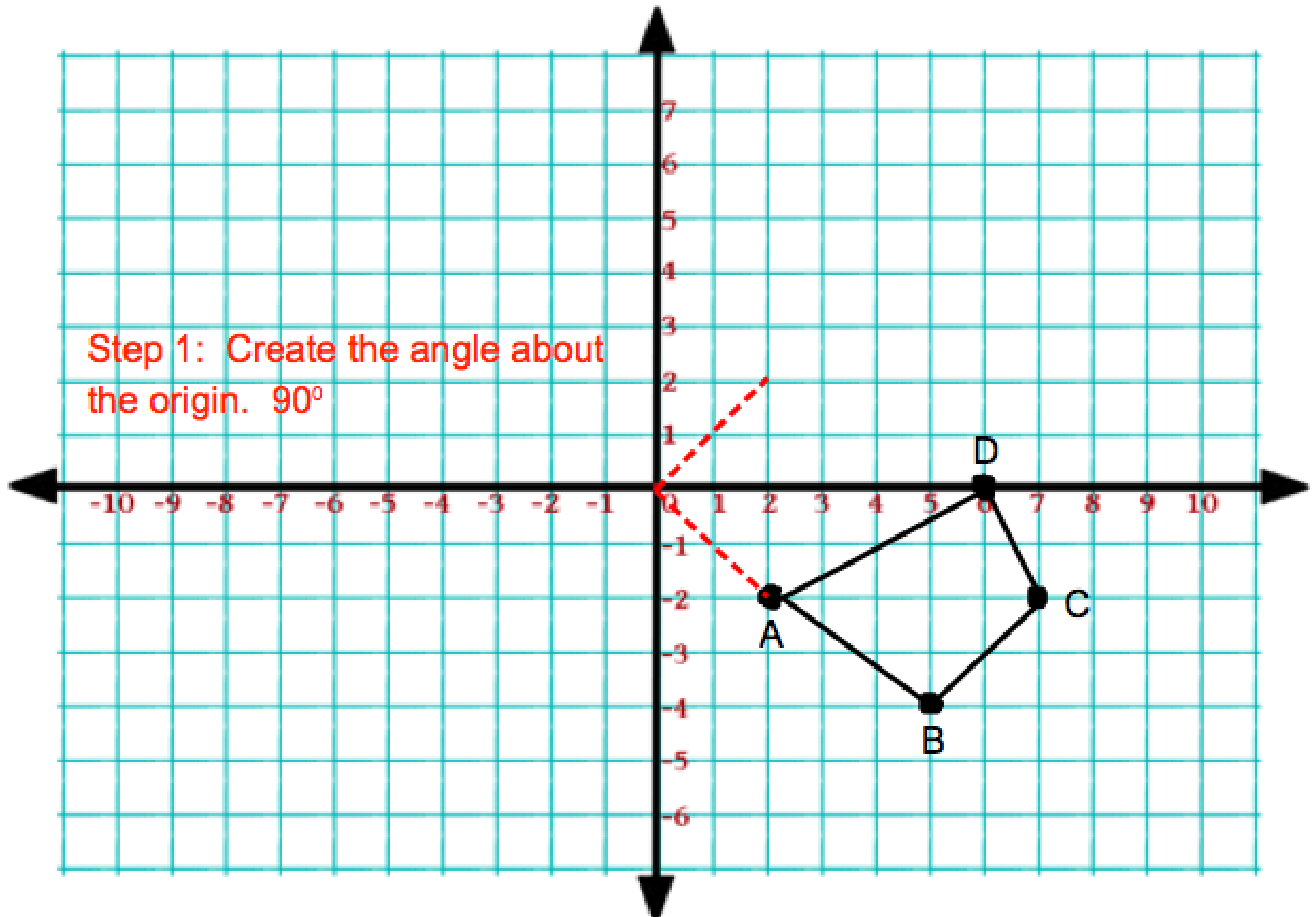
If the fixed point is the origin, you must create the necessary angle of rotation first, and then rotate the shape.

Example 1: Rotate quadrilateral ABCD 90° counterclockwise about the origin and state the coordinates of the vertices of the new shape.

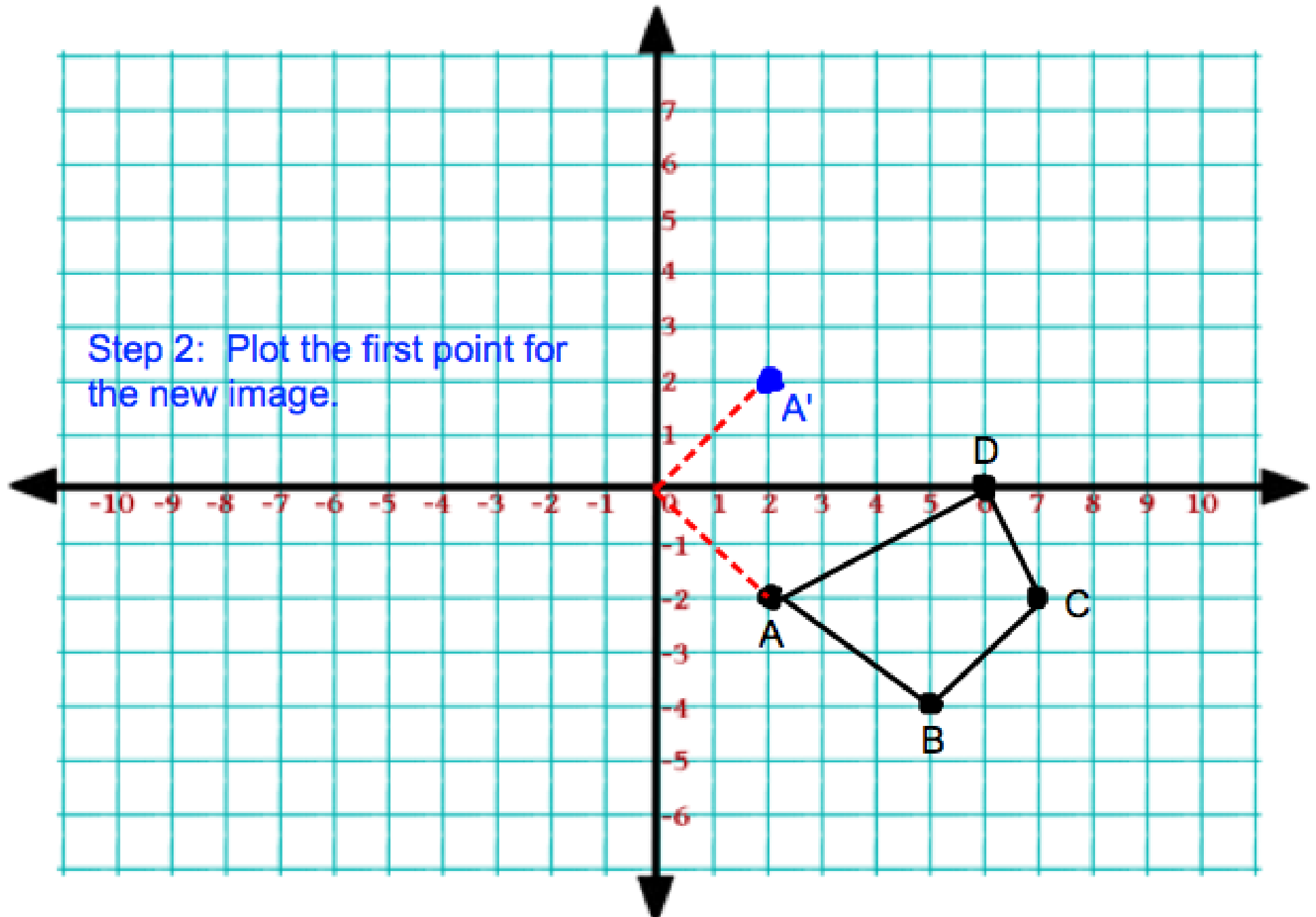
Remember 90° counterclockwise is the same as 270° clockwise.



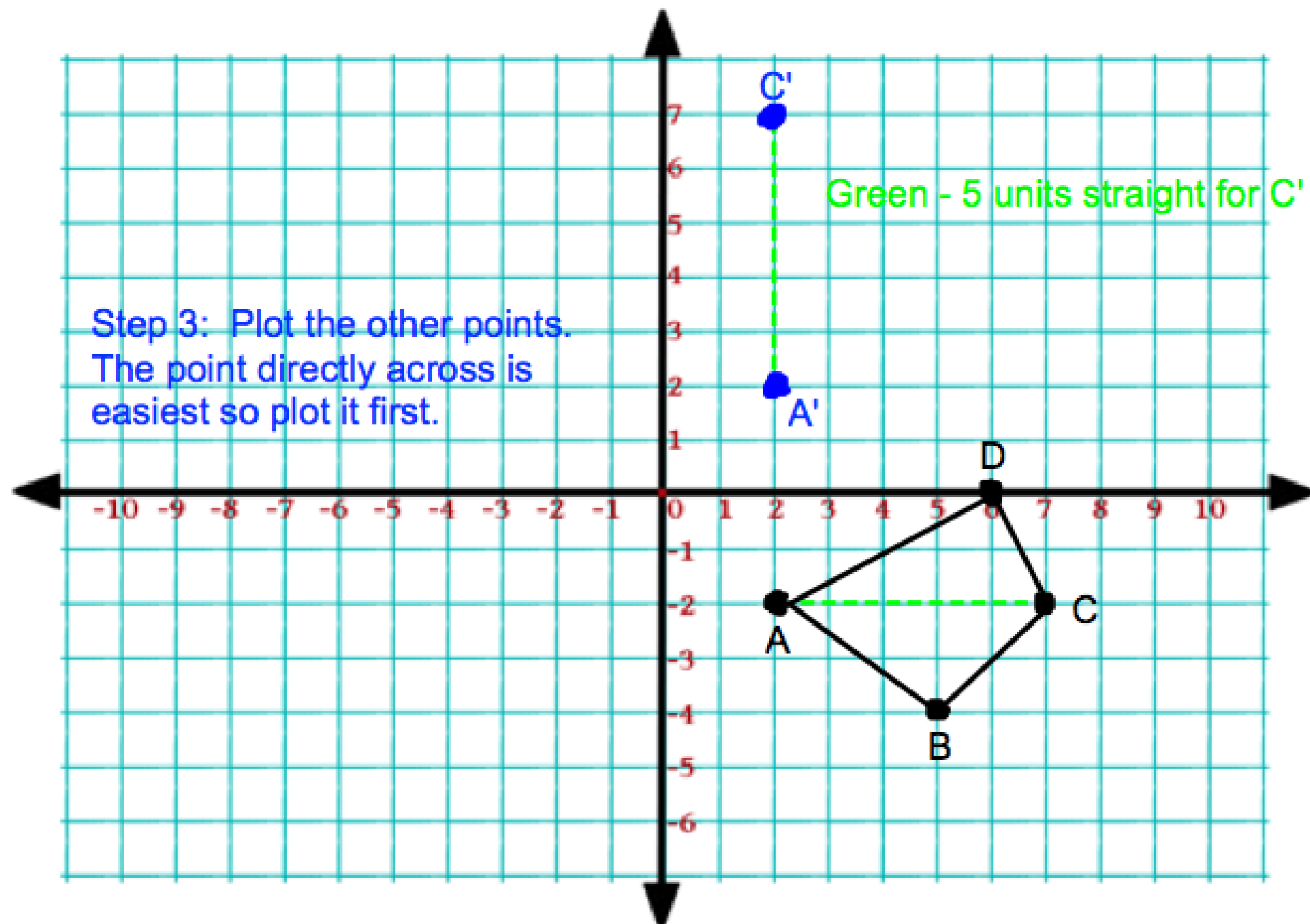
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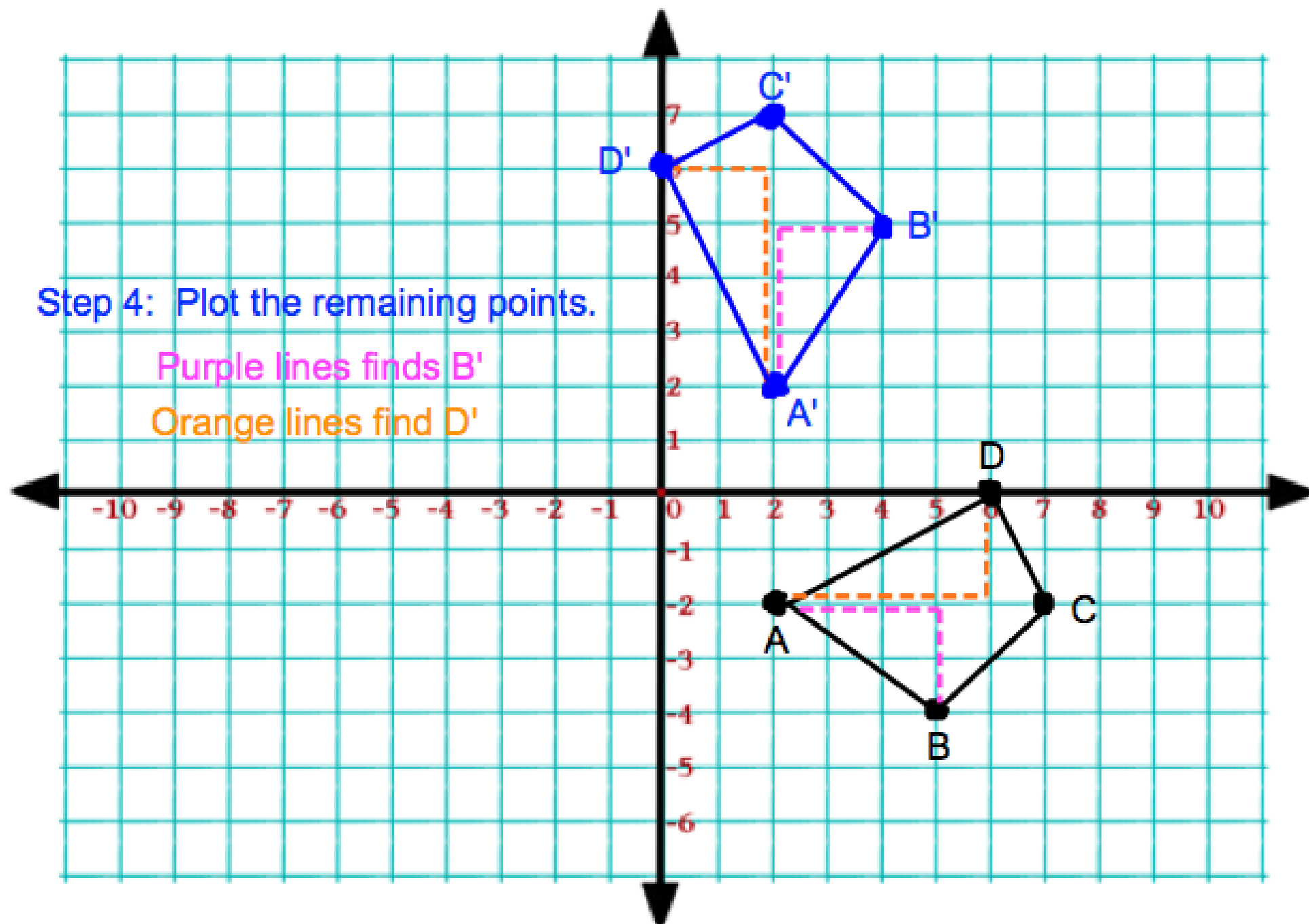
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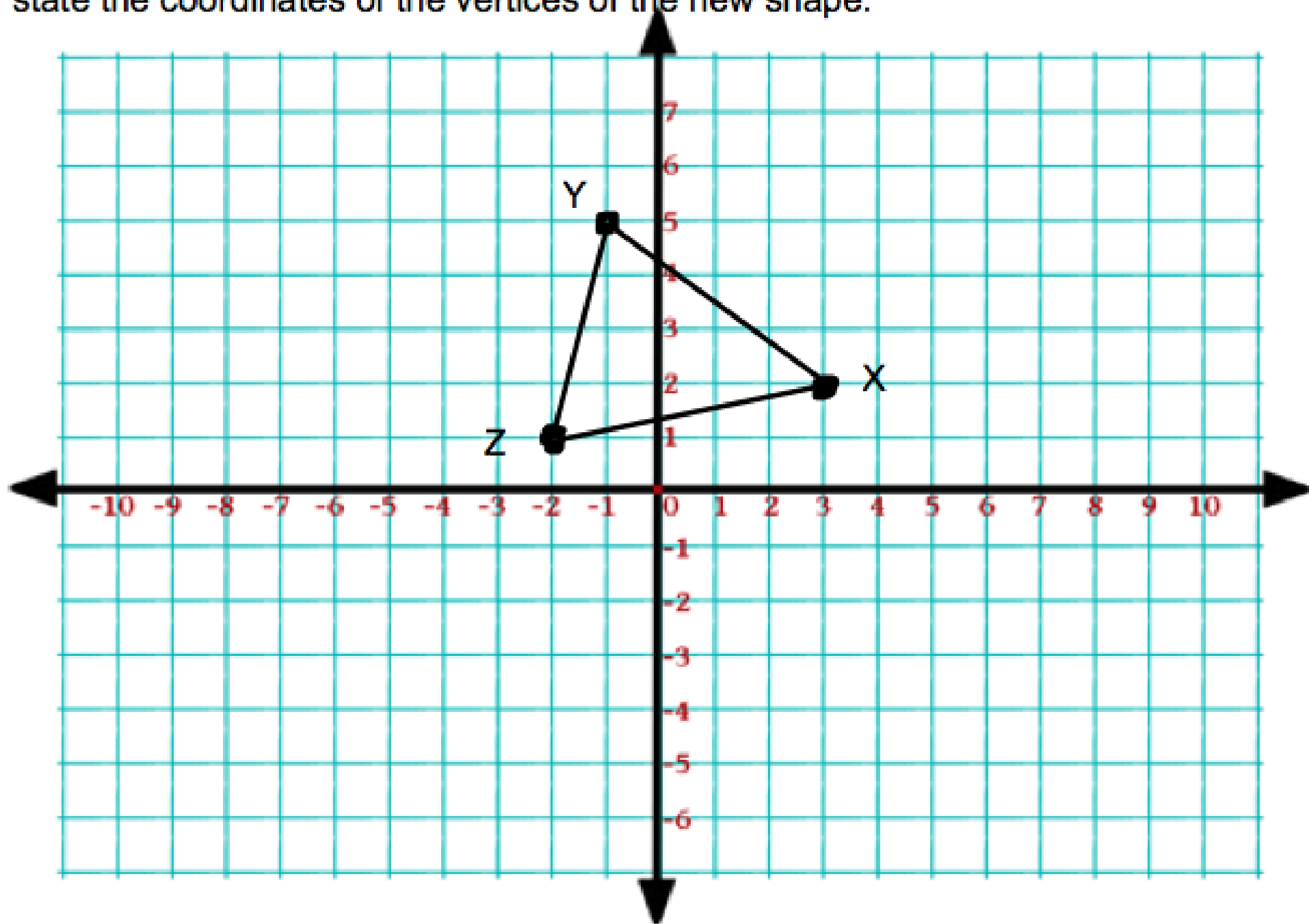
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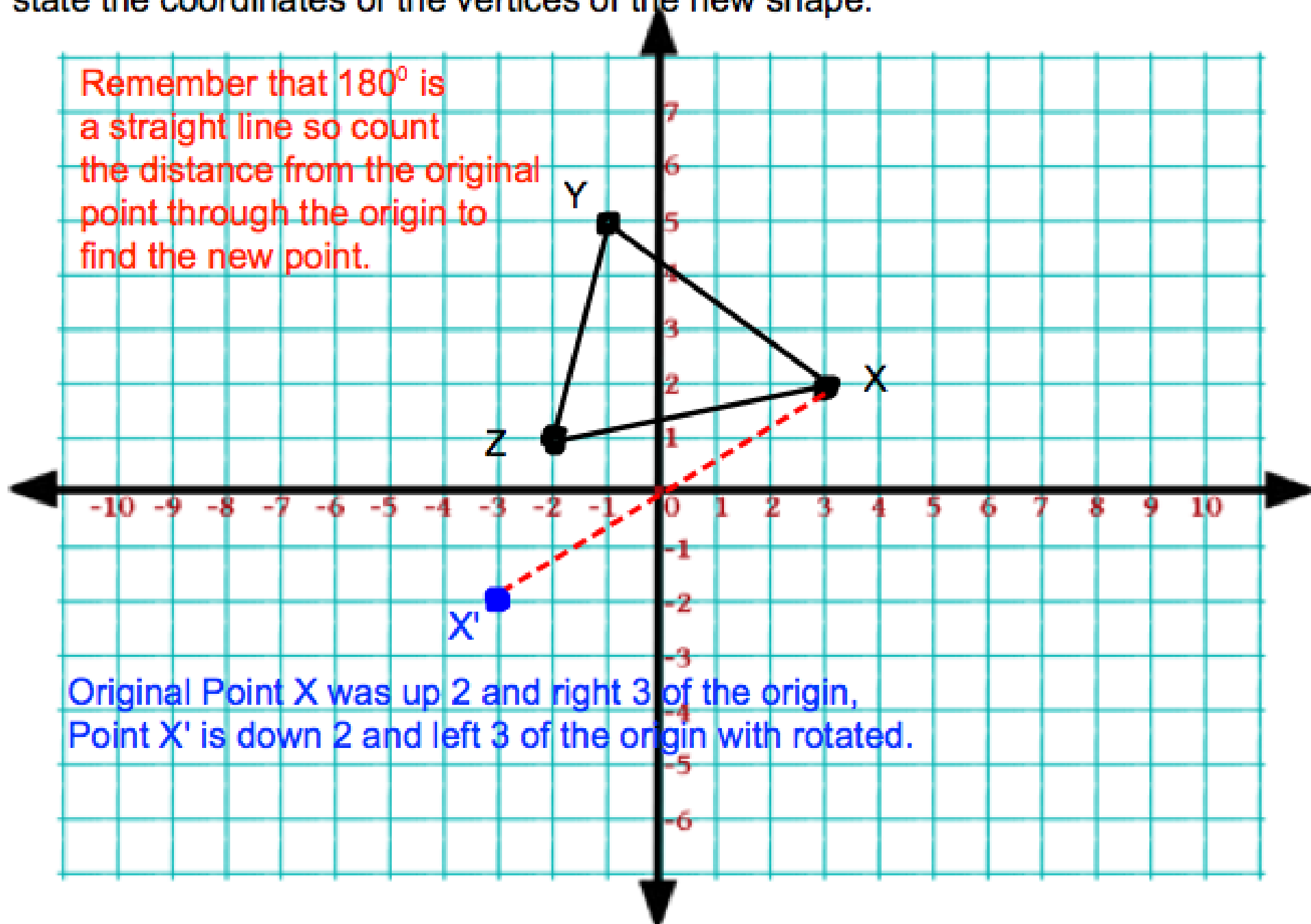


Example 2: Rotate triangle XYZ 180° clockwise about the origin and state the coordinates of the vertices of the new shape.



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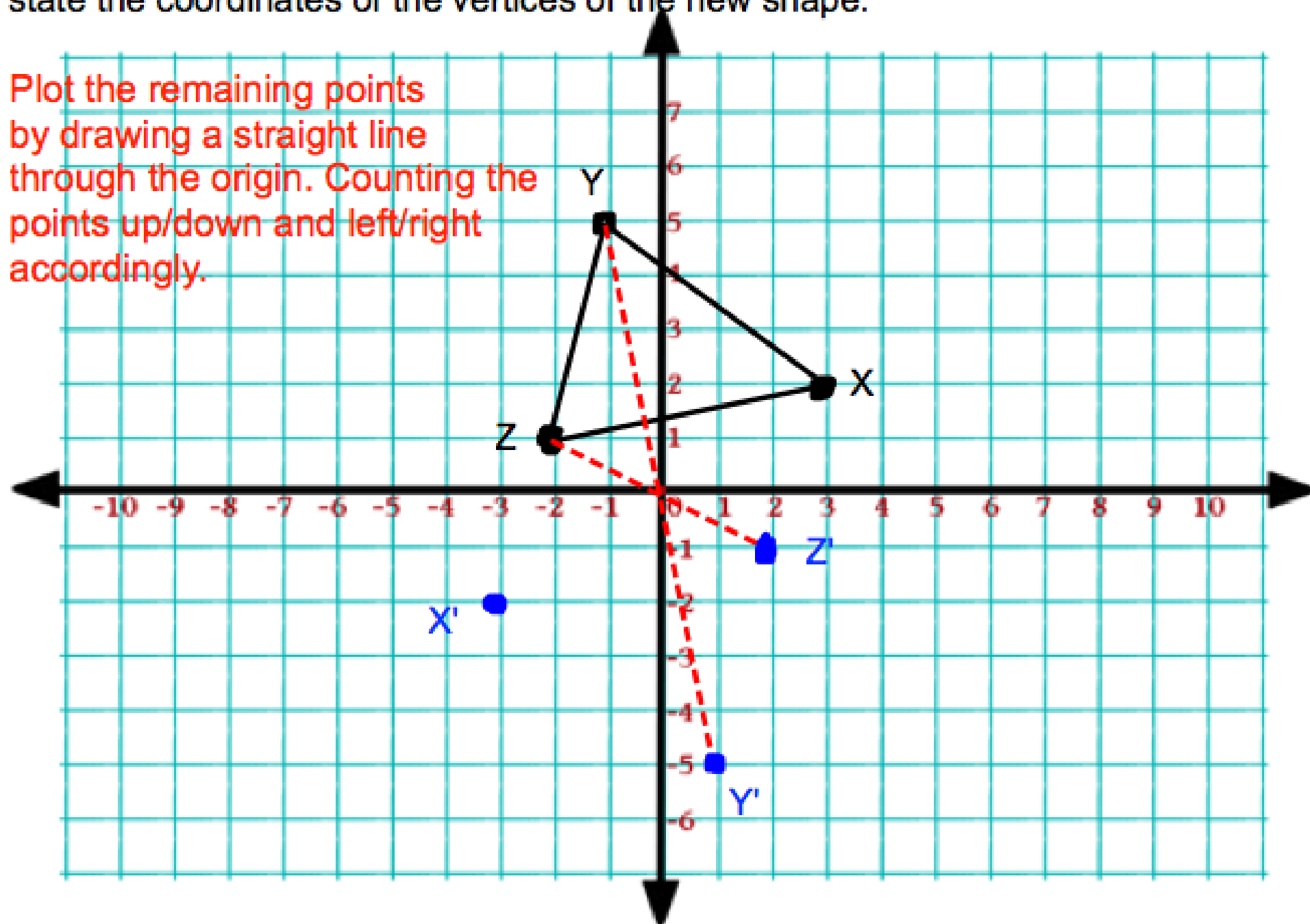
Remember that 180° is a straight line so count the distance from the original point through the origin to find the new point.



Original Point X was up 2 and right 3 of the origin,
Point X' is down 2 and left 3 of the origin with rotated.

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Plot the remaining points by drawing a straight line through the origin. Counting the points up/down and left/right accordingly.



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