Grade 9 - Unit 7 Similarity and Transformations

G04 Students will be expected to demonstrate an understanding of line and rotation symmetry.

Performance Indicators

- **G04.01** Classify a given set of 2-D shapes or designs according to the number of lines of symmetry.
- **G04.02** Complete a 2-D shape or design, given one half of the shape or design and a line of symmetry.
- **G04.03** Determine if a given 2-D shape or design has rotation symmetry about the point at its centre, and if it does, state the order and angle of rotation.
- **G04.04** Rotate a given 2-D shape about a vertex, and draw the resulting image.
- **G04.05** Identify the type of symmetry that arises from a given transformation on a Cartesian plane.
- **G04.06** Complete, concretely or pictorially, a given transformation of a 2-D shape on a Cartesian plane, record the coordinates, and describe the type of symmetry that results.
- **G04.07** Identify and describe the types of symmetry created in a given piece of artwork.
- **G04.08** Determine whether or not two given 2-D shapes on a Cartesian plane are related by either rotation or line symmetry.
- G04.09 Draw, on a Cartesian plane, the translation image of a given shape using a given translation rule such as R2, U3, or $\rightarrow \rightarrow$, $\uparrow \uparrow \uparrow$; label each vertex and its corresponding ordered pair; and describe why the translation does not result in line or rotation symmetry.
- G04.10 Create or provide a piece of artwork that demonstrates line and rotation symmetry, and identify the line(s) of symmetry and the order and angle of rotation.

Limited	Developing	Competent	In-Depth
Student can sort examples and non-examples of shapes with reflective symmetry.	Student can determine the number of lines of symmetry for a given set of shapes such as pattern block pieces.	Student can identify shapes that have reflective, or line symmetry, and determine the number of lines of symmetry.	
Student can sort examples and non-examples of shapes with order of rotation greater than 1.	Student can determine the order of symmetry for a given set of shapes such as pattern block pieces.	Student can identify shapes that have rotational symmetry and determine the order and angle of rotation.	
Student can complete a shape or design with line symmetry using concrete materials such as square tiles, pattern blocks, a Mira, folded paper, etc.	Student can complete a 2-D shape or design, given one half of the shape or design and a line of symmetry.	Student can draw, with and without a coordinate plane, the reflection of a shape and label corresponding vertices.	
blocks, a willa, loided paper, etc.	Student can trace a shape and then turn the tracing over the original shape around a pencil point to see whether it fits over itself.	Student can draw, with and without a coordinate plane, the rotation of a shape.	
	Student can determine whether or not two given 2-D shapes on a Cartesian plane are related by either rotation or line symmetry.	Student can draw the combined shape of an object and its resulting image after a transformation and identify its symmetries.	Student can explain why the translation of a shape and its resulting image cannot be duplicated with line or rotation symmetry.
	Student can identify the symmetries found in a given piece of artwork.	Student can create or provide a piece of artwork that demonstrates line and rotation symmetry.	Student can create a piece of artwork that demonstrates line and rotation symmetry, and describe how my art incorporates these features.