

G.G.54: Define, investigate, justify, and apply isometries in the plane (rotations, reflections, translations, glide reflections) Note: Use proper function notation

1. 060809b, P.I. G.G.54

If point $(5, 2)$ is rotated counterclockwise 90° about the origin, its image will be point

- [A] $(2, 5)$ [B] $(-2, 5)$
[C] $(-5, -2)$ [D] $(2, -5)$

2. 060217b, P.I. G.G.54

Point P' is the image of point $P(-3, 4)$ after a translation defined by $T_{(7, -1)}$. Which other transformation on P would also produce P' ?

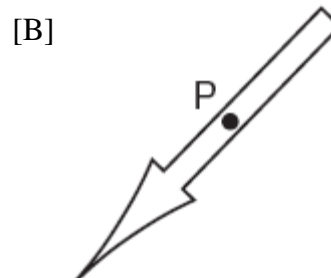
- [A] R_{90° [B] $r_{y=-x}$
[C] R_{-90° [D] $r_{y\text{-axis}}$

3. 080721a, P.I. G.G.54

The accompanying diagram shows the starting position of the spinner on a board game.



How does this spinner appear after a 270° counterclockwise rotation about point P ?



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[1] B

[2] C

[3] C