

# Grade 8 Standards Parent Resource

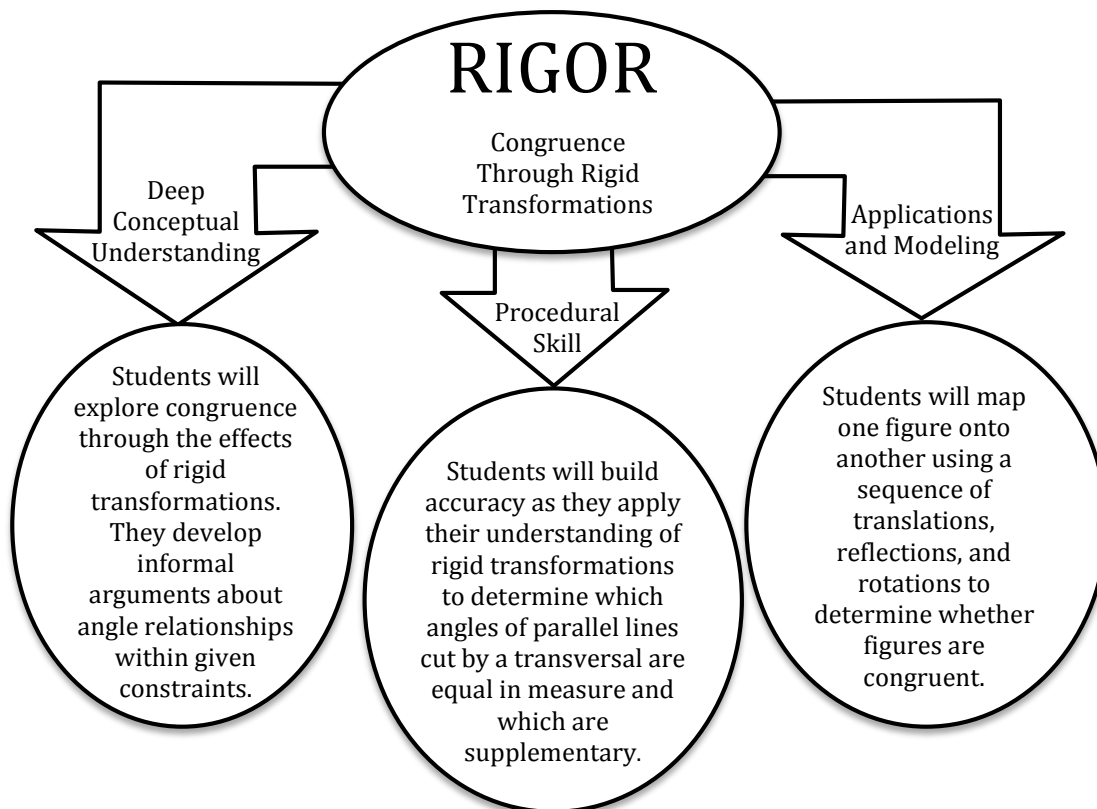
## **Unit #7: Transformations and Geometric Measurement**

*Unit 7 includes 3 topics of study, listed below. This resource is for Topic 1.*

<b>Topic # 1</b>	<b>Topic # 2</b>	<b>Topic # 3</b>
<b>Congruence Through Rigid Transformations</b>	<i>Similarity Through Non-Rigid Transformations</i>	<i>Volumes of Cones, Cylinders, and Spheres</i>

Topic	<b>Learning Goals by <a href="#">Common Core State Standard</a></b> <i>Students will be able to...</i>
<b>Congruence Through Rigid Transformations</b>	<ul style="list-style-type: none"> <li>Verify experimentally the properties of <a href="#">rotations</a>, <a href="#">reflections</a>, and <a href="#">translations</a>. <i>Lines taken to lines (1a), line segments to line segments of the same length (1b); angles taken to angles of the same measure; parallel lines taken to parallel lines (1c).</i></li> <li>Understand that a two-dimensional figure is congruent to another if the second can be obtained from the first by a sequence of rotations, reflections, and translations; given two congruent figures, <a href="#">describe a sequence</a> that exhibits the congruence between them.</li> <li>Describe the effect of dilations, <a href="#">translations</a>, <a href="#">rotations</a>, and <a href="#">reflections</a> on two-dimensional figures using coordinates.</li> <li>Use informal arguments to establish facts about the angle sum and exterior angle of triangles, about the angles created <a href="#">when parallel lines are cut by a transversal</a>, and the angle-angle criterion for similarity of triangles.</li> </ul> <p style="text-align: center; font-style: italic;">Instructional videos in the hyperlinks above are meant to support C2.0 content, but may use vocabulary or strategies not emphasized by MCPS.</p>

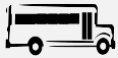
The Common Core State Standards require a balance of three fundamental components that result in rigorous mathematics acquisition: deep conceptual understanding, procedural skill, and mathematical applications and modeling.



# Grade 8 standards Parent Resource

Unit #7: Transformations and Geometric Measurement Topic #1: Congruence Through Rigid Transformations

## Learning Experiences by Common Core State Standard



In school, your child will...

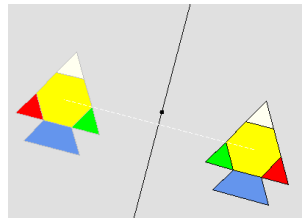


At home, your child can...

### Topic #1: Congruence Through Rigid Transformations

- Verify experimentally the properties of rotations, reflections, and translations. *Lines taken to lines (1a), line segments to line segments of the same length (1b); angles taken to angles of the same measure; parallel lines taken to parallel lines (1c).*

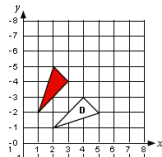
Visit the online resource, [NLVM: Playing with Reflections](#)



Students click, drag, and rotate the shape on the right as they investigate the properties of rigid transformations.

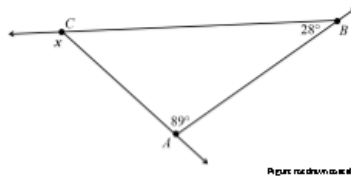
- Understand that a two-dimensional figure is congruent to another if the second can be obtained from the first by a sequence of rotations, reflections, and translations; given two congruent figures, describe a sequence that exhibits the congruence between them.
- Describe the effect of dilations, translations, rotations, and reflections on two-dimensional figures using coordinates.

Describe the sequence of transformations that moves the red triangle to triangle  $D$ .



- Use informal arguments to establish facts about the angle sum and exterior angle of triangles, about the angles created when parallel lines are cut by a transversal, and the angle-angle criterion for similarity of triangles.

Find the measure of angle  $x$ . Present an informal argument showing that your answer is correct.



- Explore the mathematics behind game design as they visit [How Did They Make Ms. Pac-Man?](#) After exploring the situation presented, viewers should realize that Ms. Pac-Man is making a series of translations, reflections, and rotations. Discuss how placing the maze onto a coordinate grid can help increase the level of mathematical precision to help you list the path of Ms. Pac-Man.
- Play the Nrich online strategy game, [L-ateral Thinking](#). In order to develop a winning strategy to beat the computer every time, players must apply different transformations.
- Visit the CK12 PLIX (Play Learn Interact Xplore):
  - [Geometric Translations: Transformations of a House](#)
  - [Reflections: Squiggle Reflections](#)
  - [Translations, Rotations, and Reflections: Rotate the Triangle](#)  
To access the PLIX, you will need to create a free user account.

#### Additional Resources

- [Khan Academy: Perform Translations](#) Use the interactive transformation tool to perform translations on a coordinate grid. (video tutorial)
- [IXL: Shape Mods](#)- Use translations, reflections, and rotations to solve each puzzle. (online game)
- [Exploring Rotations through Block Designs](#) (online exploration)
- [Grade 8 Standards Unit 7 Topic 1 Congruence Through Rigid Transformations](#) (flexbook)

Additional Practice links support C2.0 content, but may use vocabulary or strategies not emphasized by MCPS.