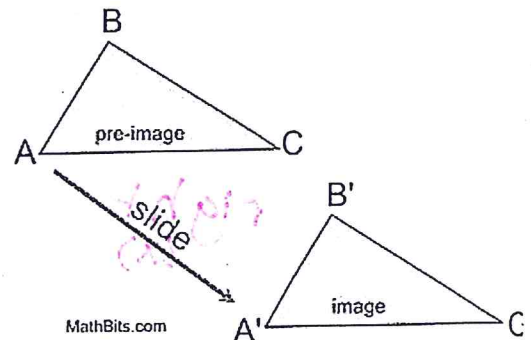


# Translation Guided Notes

**Definition:** A translation moves or "slides" an object a fixed distance in a given direction without changing its shape or size, and without turning it or flipping it.

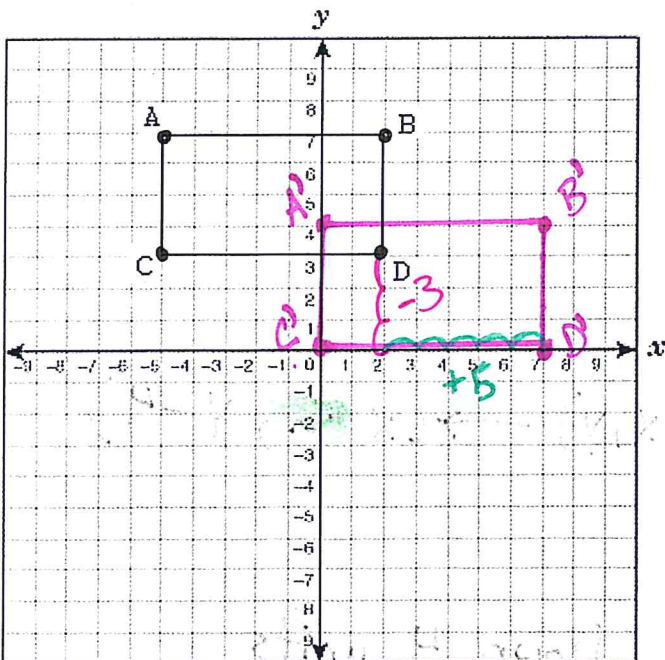
- In a Translation, the original object is called the pre-image, and the newly translated object is called the image.



- Translations may be described by their movements, such as 5 units to the right and 2 units down.

- An object and its translation have the same shape and size, and face in the same direction.

Example:



Translate this graph 3 units down and 5 units to the right.

Mathematical Rule?

$$(x, y) \rightarrow (x + 5, y - 3)$$

D: (2, 3)  
x y

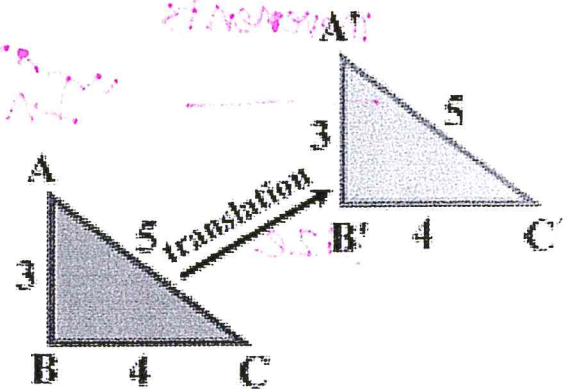
D': (2 + 5, 3 - 3) = (7, 0)

X  
Left: -  
Right: +

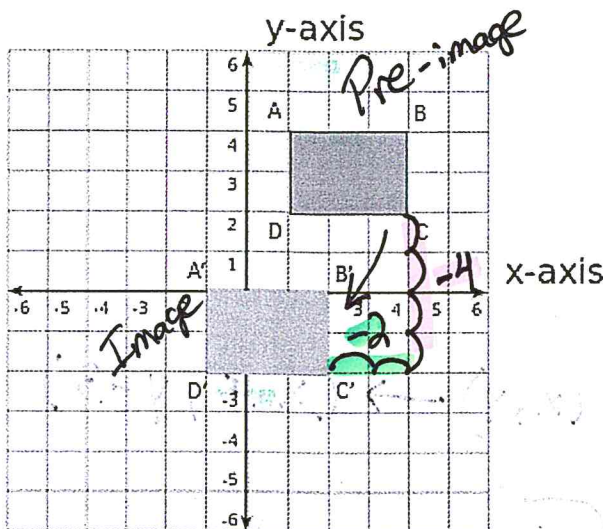
Y  
Up: +  
Down: -

## Naming Corresponding Parts

- The original figure is rectangle ABCD (the pre-image). The translated figure is rectangle A'B'C'D' (the image). We use the apostrophe to denote that those are the corresponding coordinates of the new figure. This is known as prime notation. (Example - it will change)
- Mapping translations are written as  $(x, y) \rightarrow (x + 3, y - 8)$ . This means that the x and y coordinates of the shape are moved 3 units right (x) and 8 units down (y).
- Translations are part of isometries because the two figures in translations are said to be geometrically congruent. Isometry means a linear transformation occurs in which length is preserved. Translations are known as direct isometry.



**Direct Isometry**



Write the rule both algebraically (mapping) and in English/words for the example to the left.

Mapping:

$$(x, y) \rightarrow (x - 2, y - 4)$$

English/Words:

Down 4 units

Left 2 units