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| **Locating and Plotting Points in First Quadrant of Cartesian Plane** |
| Uses coordinates to describe the location of points on a grid.“The treasure chest is located at (6, 3).” | Plots, locates, and labels points on a grid to make 2-D shapes. “I plotted A(3,8), B(3,4) and C(9,4) to create a right triangle.” | Translates a point and identifies coordinates of its image.“I moved Point A right 2 squares, then up 3 squares. The image of Point A after the translation is A’(4, 7).” | Flexibly predicts the location and coordinates of a point after a translation.“The translation was right 2 squares and up 3 squares. So, I added 2 to the x-coordinate and 3 to the y-coordinate: (2 + 2, 4 + 3) 🡪 A’(4, 7).” |
| **Observations/Documentation** |
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| **Exploring 2-D Shapes by Applying and Visualizing Reflections** |
| Recognizes a reflection on a grid and identifies the line of reflection.“The shape and its image are congruent and they are mirror images of each other.” | Counts squares to show that matching vertices are the same distance from line of reflection. “These matching vertices are both 2 squares from the line of reflection.” | Performs reflections using labelled vertices over various lines of reflection.“I labelled matching vertices with the same letter. The vertices of the image have prime symbols.” | Visualizes, predicts, and describes where the image of a shape will be after a reflection. “I can picture the image on the other side of the line, so that matching vertices are the same distance from the line of reflection.” |
| **Observations/Documentation** |
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