LESSON MAKER PRO

Moves That Match

Track slides, flips, and turns.

GRADE 6 · 6.GM.1.1

6.GM.1.1 "Predict, describe, and apply translations (slides), reflections (flips), and rotations (turns) to a two-dimensional figure."

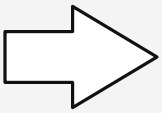
NAME _____ DATE _____

TRACK THE MOVE

A slide moves every part of a figure the same distance and direction. A flip reverses a figure across a line. A turn spins a figure around a point. Each move keeps the figure's size and shape.

WORKED EXAMPLE

Turn the arrow 90° clockwise. Which way will its tip point?



1. The tip points right.
2. A 90° clockwise turn takes right to down.

Answer: Down

PRACTICE 4 problems

1 A sticker slides 7 cm left, then 3 cm right. How far and which way is it from its start?

ANSWER _____

2 A logo turns 180° clockwise, then 180° clockwise again. How many degrees does it turn in all?

ANSWER _____

3 A design flips across the same line twice. What happens to its position and orientation?

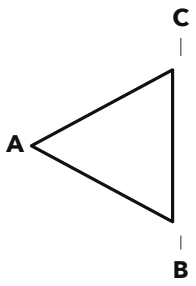
ANSWER _____

4 A game piece slides 4 cm up and 6 cm right, then 1 cm down and 2 cm left. Describe one slide with the same effect.

ANSWER _____

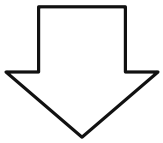
APPLY IT Show your work

1 A mural badge is flipped across a vertical mirror. Which lettered corner will point right?



ANSWER _____

2 An avatar icon turns 180° around its center. Which way will its tip point?



ANSWER _____

CHALLENGE One step up

Do two flips across the same line have the same effect as a 180° turn for every figure? Explain in one sentence.

WORK SPACE AND ANSWER

ANSWER KEY

Moves That Match

GRADE 6 · 6.GM.1.1

PART 1 · PRACTICE

#	PROBLEM	ANSWER
1	A sticker slides 7 cm left, then 3 cm right. How far and which way is it from its start?	**4 cm left**
2	A logo turns 180° clockwise, then 180° clockwise again. How many degrees does it turn in all?	**360°**
3	A design flips across the same line twice. What happens to its position and orientation?	**It returns to its starting position and orientation.**
4	A game piece slides 4 cm up and 6 cm right, then 1 cm down and 2 cm left. Describe one slide with the same effect.	**3 cm up and 4 cm right**

PART 2 · APPLY IT

1. **A** Corner A points left before the flip. A flip across a vertical line makes it point right.
2. **Down** The tip points up before the turn. A 180° turn makes it point down.

CHALLENGE

No. Two flips return a figure to its start, but a 180° turn does not do that for every figure.

Accept equivalent directions and descriptions. For the challenge, accept any explanation that notes two flips undo each other but a half-turn does not always leave a figure unchanged.