

Flipping & Rotating Shapes

This activity helps you to develop your memory for shapes you see flashed on the screen. But now you have to imagine how they would look if they were flipped up-side-down or sideways, or rotated.

Step 1. Draw the shape - up side down

A shape will flash quickly on the screen and you have to imagine what it would look like if it was up-side-down. After the shape has flashed draw the shape up-side-down. Click on **Run activity** at the top of this screen.

Click on '**start**' to flash the shape. Then draw the shape that was flashed, but as it would appear if it were up-side-down. Then click on '**check**' to see if you are correct.

Click on '**start**' again to flash the next shape.

Your goal is to get at least 8 out of 10 drawings correct.

Step 2. Draw the shape, flipped sideways

The shapes will flash on the screen but now you have to imagine how the shape would look if it were flipped sideways.

Click on '**rotation**' at the top of the screen and click on '**flipped - sideways**'.

Click on '**start**' to flash the shape. Then draw the shape that was flashed, but as it would appear if it were flipped sideways. Now click on '**check**' to see if you are correct.

Click on **start** again to flash the next shape.

Your goal is to get at least 8 out of 10 correct.

Step 3. Draw the shape, rotated quarter turn

The shapes will flash on the screen but now you have to imagine how each shape would look if it were turned one quarter turn clockwise (90 degrees).

Click on '**rotation**' at the top of the screen and click on '**Rotated quarter turn clockwise**'.

Click on '**start**' to flash the shape. Then draw the shape that was flashed, but as it would appear if it were rotated by one quarter turn. Now click on '**check**' to see if you are correct.

Click on **start** again to flash the next shape.

Your goal is to get at least 8 out of 10 correct.

Step 4. Draw the shape, rotated half a turn

The shapes will flash on the screen but now you have to imagine how each shape would look if it were turned half a turn (180 degrees).

Click on '**rotation**' at the top of the screen and click on '**rotated half a turn**'.

Click on '**start**' to flash the shape. Then draw the shape that was flashed, but as it would appear if it were rotated by half a turn. Now click on '**check**' to see if you are correct.

Click on **start** again to flash the next shape.

Your goal is to get at least 8 out of 10 correct.

Step 5. Choices

Click on '**choices**' at the top of the screen and click on '**flip top to bottom**'. Now click on '**start**'. A shape will flash on the screen, followed by 4 boxes, one of which contains the original shape flipped top to bottom. Try to imagine the shape flipped top to bottom then click on the box you think is correct. Then click on '**start**' to present the next shape. After 5 presentations your number of correct responses for the 5 patterns will be shown on the screen.

Also try the '**choices, flip side to side**', '**choices, rotate quarter turn clockwise**', '**choices, rotate quarter turn anti-clockwise**', and '**choices, rotate half turn**'. For each of these a shape will be flashed and you have to imagine the shape flipped or rotated in the appropriate way. Make sure you try all the possible directions of flipping and rotating.

Your goal is to correctly show the flipped or rotated pattern 4 times out of 5.