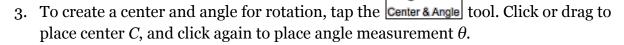
ROTATE A POINT

1. Open geometric functions.org/links/rotate-family/ and tap "Investigate 1."



2. To create independent variable x, tap the root tool. Click or drag to locate independent variable x in the sketch. Then drag x around in the sketch.



Q1 Drag point θ (not the measurement) and notice how its measurement changes. What is the smallest value you can make? What is the largest value you can make?

Smallest value: Largest value:

4. Set θ to 90°: $\theta = 90^{\circ}$



5. To rotate x, tap the Rotate tool. Attach glowing point x to your existing point x. The dependent variable, $R_{C,\theta}(x)$, is the "rotation about C by θ of x."

Q2 Turn on tracing, vary *x* to make a shape, and draw the traces on the left. (Also show your center and angle value.) Do the same on the right, but use a different angle.

heta= heta=

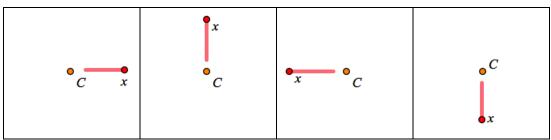
Q3 Compare the speed of x and $R_{C,\theta}(x)$. Which one is faster, or do they move with the same speed?

1

Q4 Choose a new angle and center point, and trace a new pattern. Try to include fixed points. How many fixed points could you find? Where were they?

$\theta =$	What I noticed about rotation fixed points:
My traces:	

Q5 Set the angle to 90°. Then start with x near C and drag x to the right. Use the first box to draw where $R_{C,\theta}(x)$ went. Fill in the other boxes the same way.



What do you notice about these four patterns?

Q6 Trace a new pattern using $\theta = 180^{\circ}$. Draw your pattern on the left, and write what you noticed on the right. Don't forget to mark point *C* in your drawing.

My pattern:	What I noticed:

Q7 Change your function to try to match each picture below. In each box, draw a point to show where you put the center, and write the angle you used. Try to match all 5!

