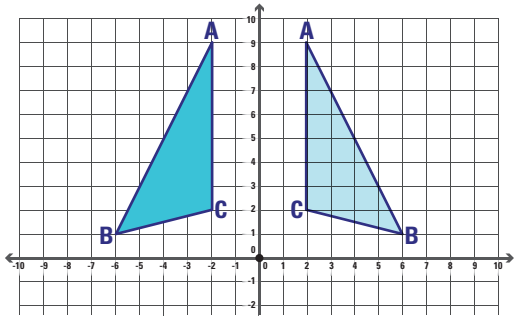
Unit 1 ASSESSMENT

Name _____ Date _____

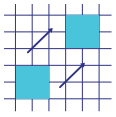
Teacher _____ Class _____

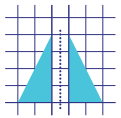
Score /10 Material: Ruler

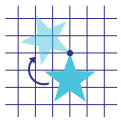
Comments:



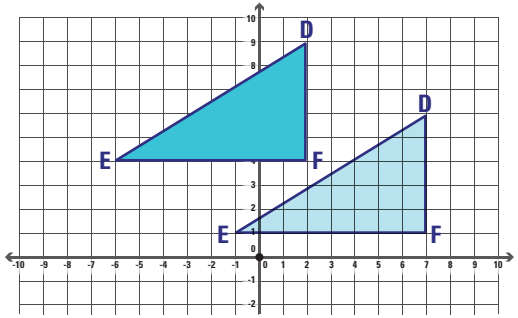
1. Triangle ABC was transformed. Which transformation was performed? Circle your answer.


translation

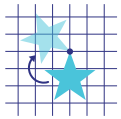

reflection


rotation

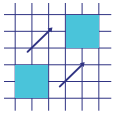

vertical

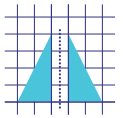


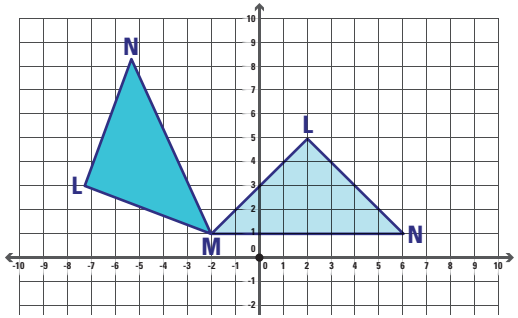
2. Triangle DEF was transformed. Which transformation was performed? Circle your answer.


rotation

horizontal

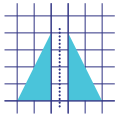

translation


reflection

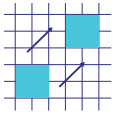


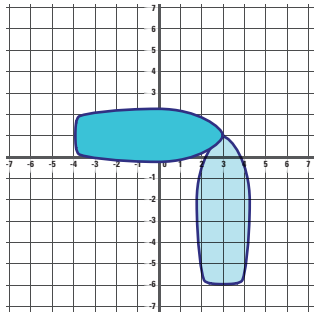
3. Triangle LMN was transformed. Which transformation was performed? Circle your answer.


diagonal


reflection

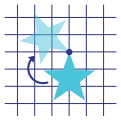

rotation


translation



4. **This boat performed a transformation to avoid a storm. Which way did the boat rotate? Circle your answer.***


clockwise

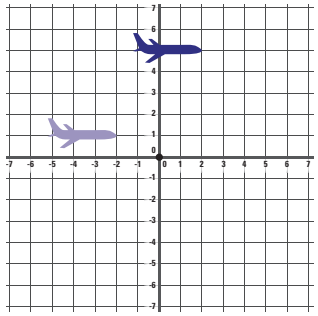

rotation


diagonally

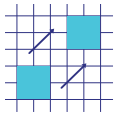

counterclockwise

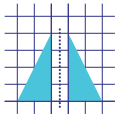
5. **How many degrees did the boat rotate? Circle your answer.***

90
180
270
360



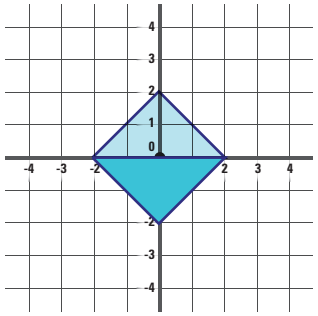
6. **An airplane took to flight into the sky. The airplane started at (-5, 1) and (-2, 1). The airplane performed a transformation of 4 units horizontally to the right and 4 units up. What type of transformation is this? Circle your answer.**


translation

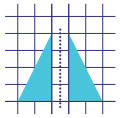

reflection

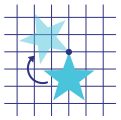

rotation

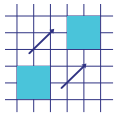

vertical



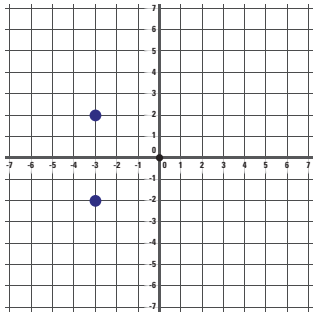
7. **A graphic designer is designing a logo for a company. The logo is a triangle. The original logo is placed at (-2, 0), (2, 0), and (0, 2). The transformed figure is placed at (-2, 0), (2, 0), and (0, -2). What type of transformation is this? Circle your answer.**


reflection


rotation


translation

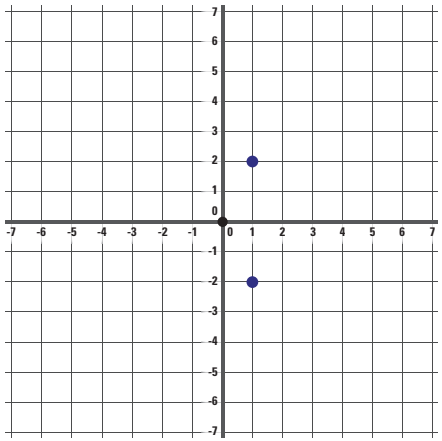

slide



8. **A video game designer is programming a game with a man running through different scenes. The man's head is at (-3, 2) and the man's feet are at (-3, -2). He runs 4 units horizontally to the right. At which coordinates is he standing at now? Circle your answer.**

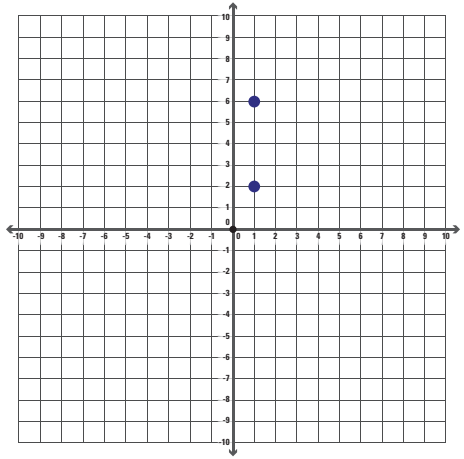
(-1, 2), (-3, -2) (-3, 2), (-3, -6) (3, 2), (3, -6) (1, 2), (1, -2)

**Two answers are possible.*



9. **A video game designer is programming a game with a man running through different scenes. The man's head is at (1, 2), and the man's feet are at (1, -2). But, he stepped in a trap and got flipped upside down. At which coordinates are his feet now? Circle your answer.**

(1, 6) (-6, 1) (1, 2) (0, 0)



10. **A video game designer is programming a game with a character running through different scenes. The character is hanging upside down with his head at (1, 2) and his feet at (1, 6). He is able to rotate his body 90 degrees counterclockwise to grab a tree limb. His feet are the point of his rotation. At which coordinates is his head now? Circle your answer.**

(1, 6) (-3, 6) (-3, 2) (2, -2)

Unit 1 VOCABULARY ASSESSMENT

Name _____ Date _____ Teacher _____ Class _____

Directions: Place up to four Vocabulary cards in front of the student — one correct response and one to three distractor cards.

- To assess identification, ask the student to find/point to the vocabulary term when you name it (**Show me [overlap]**). Or, for students who can read, to name the vocabulary when you point to a card (**What [word] is this?**).
- To assess comprehension, read a definition and ask the student to find/point to the vocabulary term (**Which word means [to cover partly]?**).

Key: – Incorrect + Independently correct **NR** No response

Number of distractors: 1 2 3

Comments:

	UNIT VOCABULARY	Identification	Comprehension
1	**reflection** a flip of a shape to create a mirror image		
2	**rotation** a circular movement around a point		
3	**transformation** changing a shape using a turn, flip, or slide		
4	**translation** a slide of a shape horizontally, vertically, or diagonally		
	Total Independently Correct	/4	/4
	Percentage Correct		

	FOUNDATIONAL VOCABULARY	Identification	Comprehension
1	**clockwise** moving in the direction of the hands on a clock		
2	**coordinate plane** a plane containing an x-axis and a y-axis		
3	**coordinates (x,y)** pairs of numbers that tell an exact position		
4	**counterclockwise** moving in the opposite direction of the hands on a clock		
5	**diagonal** a line segment that goes from one corner to another, but is not an edge		
6	**flip** to turn something over		
7	**horizontal** going side to side, like the horizon		
8	**negative number** a number less than zero		
9	**origin point** the point where the x-axis and the y-axis meet (0, 0)		
10	**positive number** a number greater than zero		
11	**slide** to move a shape without turning it or flipping it		
12	**symmetry** another name for reflection; when one half is a reflection of the other half		
13	**turn** to rotate around a point		
14	**vertical** going up and down		
15	**x-axis** a line on a graph that runs horizontally (left to right)		
16	**y-axis** a line on a graph that runs vertically (up and down)		
	Total Independently Correct	/16	/16
	Percentage Correct		