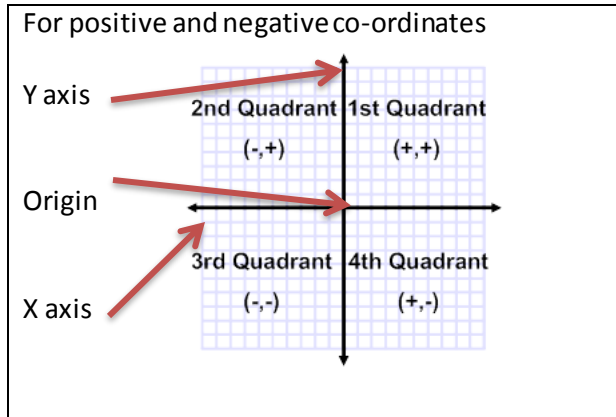
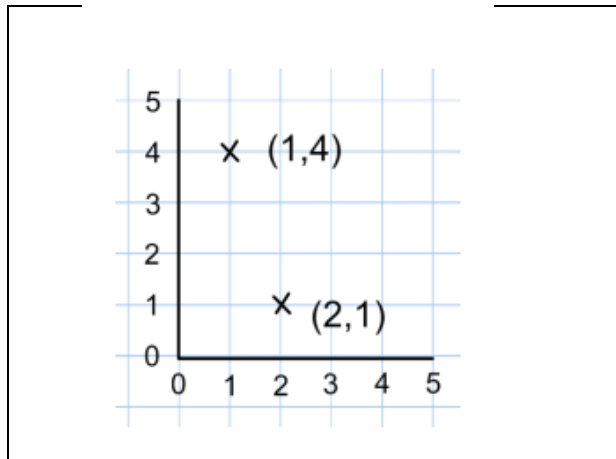


**Key Vocabulary**

(Cartesian) Co-ordinates	These co-ordinates give a position in terms of how far a position is across and how far up.
x-axis	A horizontal line with a scale
y-axis	A vertical line with a scale
Origin	The point (0,0) where the x and y axes cross over each other
Transformation	Moving or changing a shape following given rules
Reflection	“flipping” a shape over in a mirror line
Translation	“sliding” a shape from one place to another keeping it the same way around
Object	The original shape before the transformation
Image	The copy of the shape after the transformation
Co-ordinate notation	(x, y) two values in brackets, separated by a comma. x is left or right from the origin and y is up or down
Congruent	Two shapes are congruent if they are <b>exactly</b> the same shape and size

**Key facts / Diagrams**



**Common misconceptions**

- Giving the co-ordinate the wrong way around.
- Forgetting to give the direction in a translation. E.g. saying “3 across and 1 down”, instead of “3 right and 1 down.”
- Having uneven scales on the axes or labelling the spaces instead of the lines.

**Worked examples**

