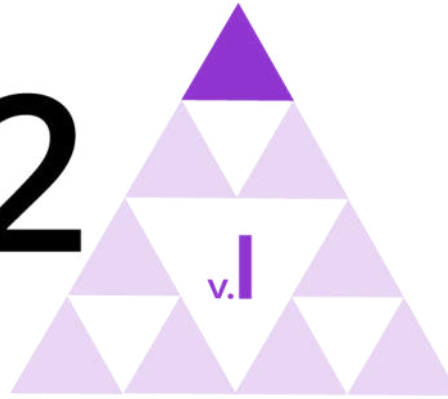


IM 9–12 MATH



Unit 1

Constructions and Rigid Transformations



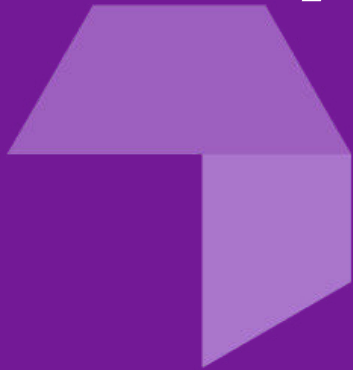
Lesson 22

Now What Can You Build?

Learning Goal

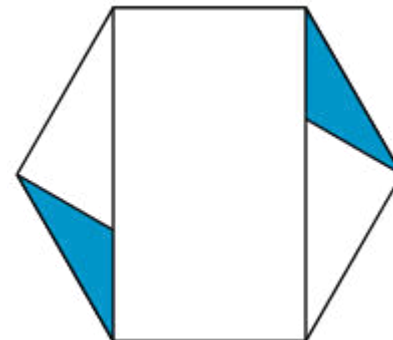
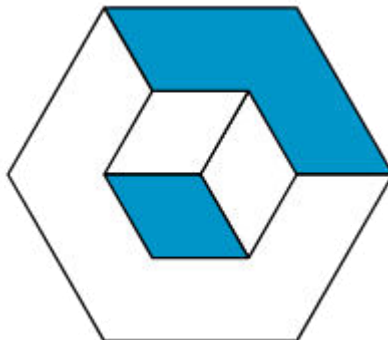
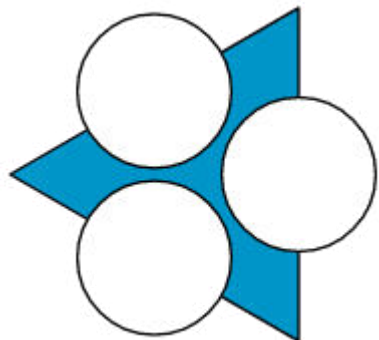
Let's construct some creative shapes.

Geometry





What do you notice? What do you wonder?





Your teacher will give you a collection of designs that all began from the construction of a regular hexagon. Choose one to use.

1. Record any rigid motions (rotation, reflection, or translation) you see in your design.
2. Use straightedge and compass moves to recreate the design.
3. Write down instructions for how to construct it.



Use dynamic geometry software to create your own design.

Write down the moves you followed so someone else can recreate your design.

If you get stuck, consider reviewing all the constructions you have done so far. For an additional challenge, include examples of rigid motions or symmetry in your design.



Trade instructions with someone who is not your partner while keeping the design a secret.

1. Follow the instructions to make a design.
2. List everything in the design that is congruent. Explain how you know



All the designs come with instructions.

You can record those instructions and recreate the designs for their own artistic projects.

I can follow directions to construct a pattern.

Learning Targets

Geometry





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