

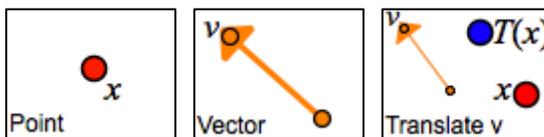
# Translate Family 1

Names: \_\_\_\_\_

In this activity you will translate a point and compare the motion of the point to the motion of its translated image.

## TRANSLATE BY A VECTOR

1. Open [geometricfunctions.org/links/translate-family/](http://geometricfunctions.org/links/translate-family/). Go to page 2.

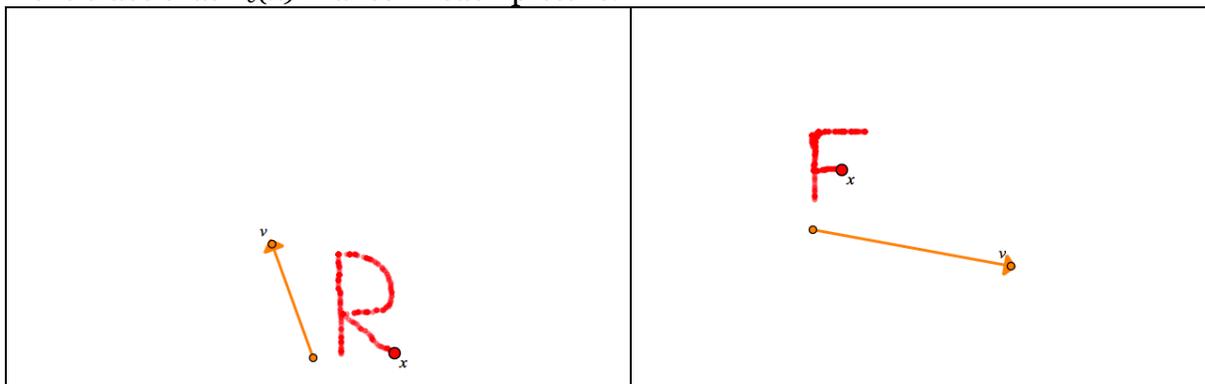


2. Use the first three tools to create a translate function. When you use the Translate tool, be sure to match the end points of the vector correctly, and also match point  $x$  to point  $x$ .
3. Drag independent variable  $x$  on the screen and observe the behavior of  $T_v(x)$ .
4. Drag point  $v$  to make the vector point straight up.

**Q1** Turn on tracing and drag  $x$ . Fill in the blanks below, and draw a picture of the traces for each answer.

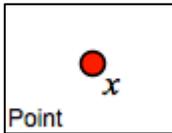
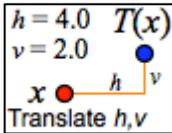
	Drag $x$ left	Drag $x$ up
Which way does $T_v(x)$ move?		
Which variable moves faster?		
Draw your traces:		

**Q2** In each picture below, arrange the vector as shown and then vary  $x$  as shown. Draw the trace that  $T_v(x)$  makes in each picture.



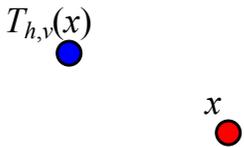
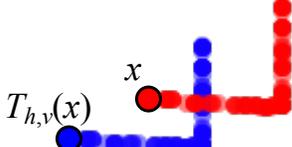
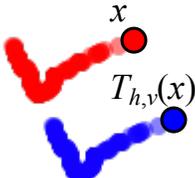
## TRANSLATE HORIZONTALLY AND VERTICALLY



5. On page 3 use  and  to create a translate function.

For the *Translate h,v* tool, the  $v$  stands for *vertical*, not *vector*.

**Q3** Edit  $h$  and  $v$  to make pictures like the ones below. Below each picture, give the value you used for  $h$ , and the value you used for  $v$ .

		
$h =$ $v =$	$h =$ $v =$	$h =$ $v =$

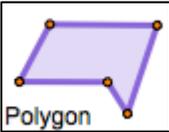
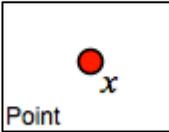
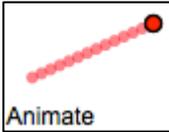
**Q4** Explain how you can tell just by looking at the variables whether  $h$  and  $v$  are positive or negative.

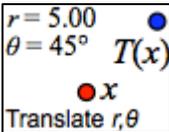
**Q5** Try to find a fixed point for your translate function. (Remember, a fixed point is a place where  $x$  and  $T_{h,v}(x)$  come together at the same time.)

What did you find out?

## TRANSLATE BY ANGLE AND DISTANCE



6. On page 4, use the  **Polygon**,  **Point** and  **Animate** tools to animate independent variable  $x$  around the polygon.

7. Use  **Translate  $r, \theta$**  to translate  $x$  by distance  $r$  at angle  $\theta$ .

**Q6** Use these values of  $r$  and  $\theta$  to make pictures. Show  $x$  and  $T_{r,\theta}(x)$  in your drawings.

$r = 5.00$ $\theta = 120^\circ$	$r = 6.00$ $\theta = 330^\circ$	$r = -4.00$ $\theta = 60^\circ$

## TRANSLATION CHALLENGES

**Q7** Solve the challenges presented on each page from 6 through 10, and draw pictures of your solutions below. Draw the vector (if you used *Translate  $v$* ) or write down the parameters (if you used *Translate  $h, v$*  or *Translate  $r, \theta$* ).

6	7
8	9