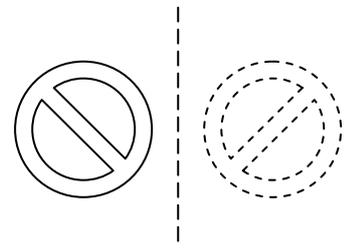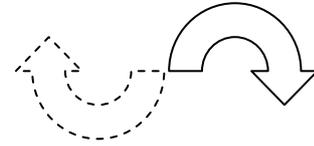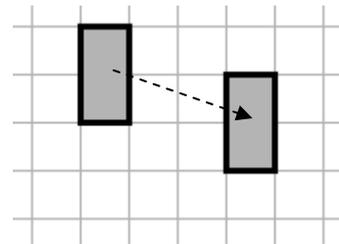|	
Reflection requires a mirror line	
Rotation requires an angle a direction (anti-clockwise is default) and a point of rotation	
Vector four to the right and three up	$\begin{pmatrix} 4 \\ 3 \end{pmatrix}$
Vector two to the left and five down	$\begin{pmatrix} -2 \\ -5 \end{pmatrix}$
Translation $\begin{pmatrix} 3 \\ -1 \end{pmatrix}$	
Order of rotation	How many times an object rotates onto itself in 360°
Order of symmetry	Number of mirror axes + Order of rotation

Enlargement includes reduction

Requires a scale factor (= ½)
and a point of enlargement
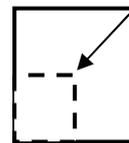
Enlargement

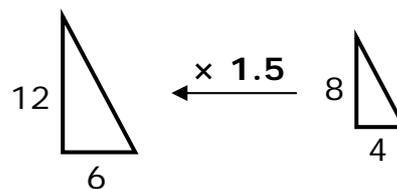Requires a scale factor (= 2)
and a point of enlargement
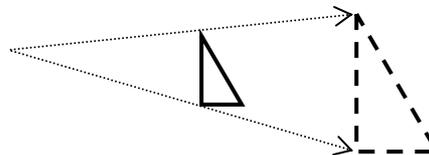
Similar shapes

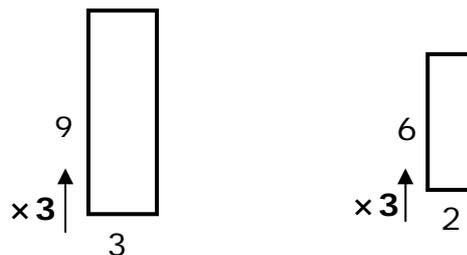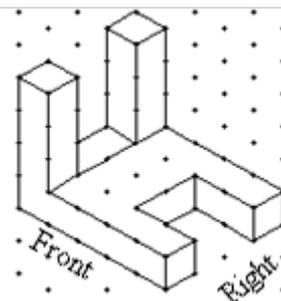Have the same size angles and
a scale factor of enlargement

12   × **1.5**   8

6   4

Similar shapes

Share a ratio
of side lengths

9   6

×**3**   ×**3**   2

3

Isometric drawing
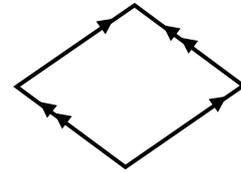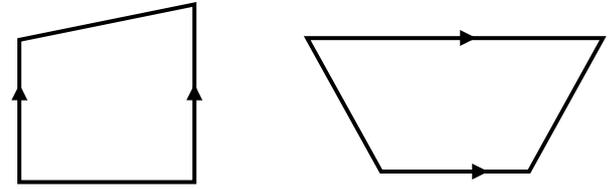
Front   Right

Tessellation

Net
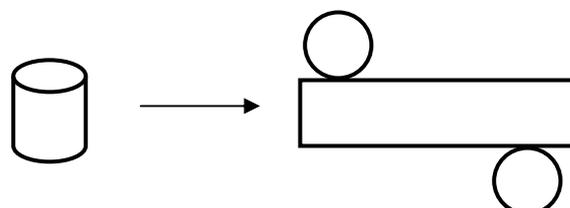
Rhombus

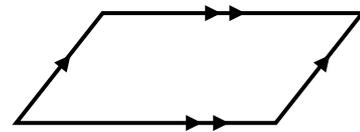Axes of symmetry = 2
Rotational order = 2

Trapezium

One pair parallel sides
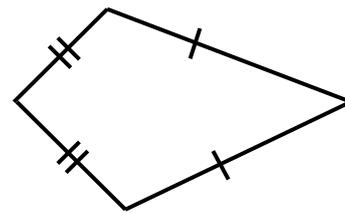No symmetry

Parallelogram

Axes of symmetry = 0
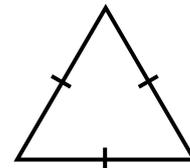Rotational order = 2

Kite
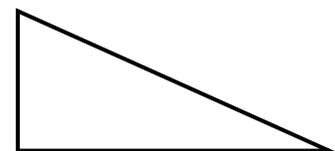
Axes of symmetry = 1
Rotational order = 1

Equilateral triangle

Axes of symmetry = 3
Rotational order = 3

Scalene triangle

Axes of symmetry = 0
Rotational order = 1

Isosceles triangle

Axes of symmetry = 1
Rotational order = 1