

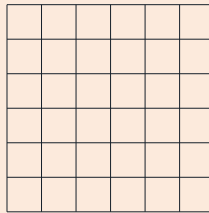
REFLECTING A PLAY TOKEN

- 1 Find the shaded token sitting 2 squares left of the vertical mirror line.
- 2 Count the same 2 squares out to the right of the line.
- 3 Shade the matching square so the token pattern is symmetrical.

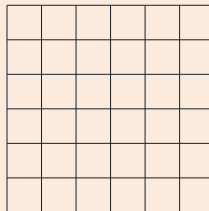
WARM-UP

On the squared grid draw a mirror line then complete each pattern by shading the matching squares.

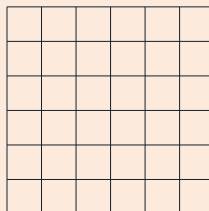
1. Shade the match for the game token that sits 1 square from the mirror line



2. Shade the match for the counter that sits 2 squares from the mirror line

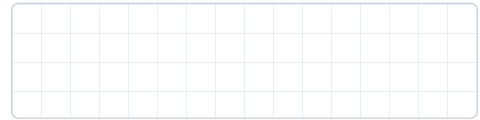


3. Shade the matches for the three play blocks that sit 1, 2 and 3 squares from the mirror line



PRACTICE

- 1 In a board-game race Sam puts a token 1 square left of the fold line on the play mat. How far right must its matching token sit?



? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- | | |
|--|---|
| <p>a. A square 2 squares from the mirror line has its match exactly 2 squares away on the other side. <input type="text"/></p> <p>b. A square that touches the mirror line moves to a new place when reflected. <input type="text"/></p> | <p>c. Counting squares from the line helps you place every matching square correctly. <input type="text"/></p> <p>d. Horizontal mirror lines need different counting rules from vertical ones. <input type="text"/></p> |
|--|---|

REFLECT

When you finish a mirror picture, what do you check first — matching distance from the line, or matching each square?

