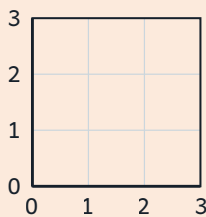


REFLECT A BRICK FOR THE WALL

- 1 The mirror line runs down column B on the building grid.
- 2 Your brick is at **A2**, one square left of the mirror.
- 3 Flip it across the mirror: the partner brick sits one square right at **C2**.
- 4 Both bricks stay the same distance from B and face opposite ways.

WARM-UP

Plot the building parts on the coordinate grid.



1. Shade the starter brick at B2.
2. Mark A1 and its reflection across the mirror at B (lands at C1).
3. Show the slide of C3 one square left to B3.

PRACTICE

- 1 You are making a toy shed and place one window at A2. The mirror line is at B. Where does the matching window go?
- 2 While building a block wall you slide the brick at B1 one square right. Where does it land?
- 3 Your building plan tells you to put a door at C3. What grid square is that?
- 4 You slide a roof tile from A1 two squares right across your design grid. Where does the tile stop?
- 5 A chimney brick sits at C2 on the right of the mirror at B. Where is its flipped matching brick?

? ALWAYS, SOMETIMES, NEVER

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

- a. A shape one square left of the mirror line has its reflection one square right of it. ☐
- b. Sliding a shape changes the facing of the shape. ☐
- c. B3 means column B, row 3. ☐
- d. A reflection makes the shape a different size. ☐

REFLECT

Do you name the letter or the number first on a grid square? Why does the order matter?

