



Polygons

POLYGONS

Series **H**




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Page 4 questions

Polygons


1

a 

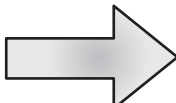
☒ Polygon
☐ Not a polygon

b 


☐ Polygon
☒ Not a polygon

c 


☐ Polygon
☒ Not a polygon

d 


☒ Polygon
☐ Not a polygon

e 


☐ Polygon
☒ Not a polygon

f 

☐ Polygon
☒ Not a polygon

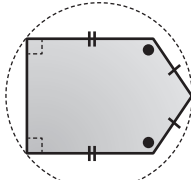
g 

☐ Polygon
☒ Not a polygon

h 

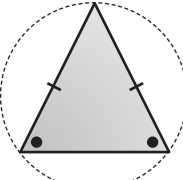
☐ Polygon
☒ Not a polygon

2

a 

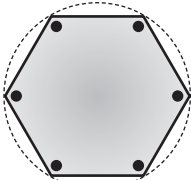
☒ Convex
☐ Concave
☐ Equilateral
☐ Equiangular
☐ Cyclic
☐ Regular

Convex pentagon

b 

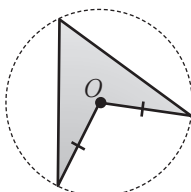
☒ Convex
☐ Concave
☐ Equilateral
☐ Equiangular
☒ Cyclic
☐ Regular

Convex, cyclic trigon (or triangle)

c 

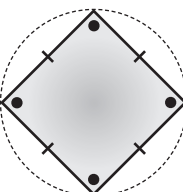
☒ Convex
☐ Concave
☐ Equilateral
☐ Equiangular
☒ Cyclic
☐ Regular

Convex, cyclic, equiangular hexagon

d 

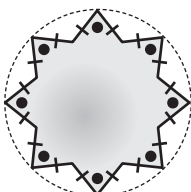
☐ Convex
☒ Concave
☐ Equilateral
☐ Equiangular
☐ Cyclic
☐ Regular

Concave quadrilateral

e 

☒ Convex
☐ Concave
☒ Equilateral
☒ Equiangular
☒ Cyclic
☒ Regular

Convex, equilateral, equiangular, regular tetragon

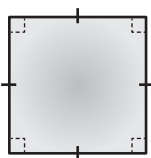
f 

☐ Convex
☒ Concave
☒ Equilateral
☐ Equiangular
☐ Cyclic
☐ Regular

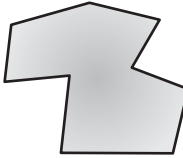
Concave, equilateral hexadecagon

3

a A regular tetragon.



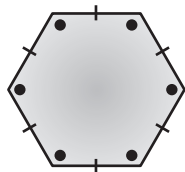
b A concave nonagon.



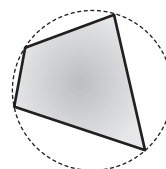
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Polygons

- 4 a A convex, equilateral hexagon.



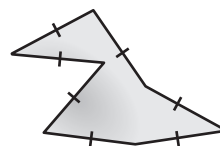
- b A convex, cyclic tetragon which is not equilateral.



- c An equiangular, pentagon which is not equilateral.

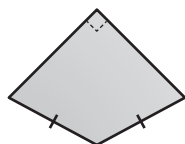


- d A concave, equilateral heptagon with two reflex angles ($180^\circ < \text{angle} < 360^\circ$).



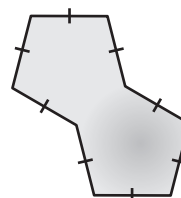
- 5 A cyclic quadrilateral cannot have any concave angles.

- 6 a



A tetragon with one pair of equal sides next to each other (adjacent).
The angle diagonally opposite the angle formed by the two equal sides is a right angle (or equal to 90°).

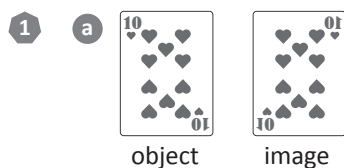
- b



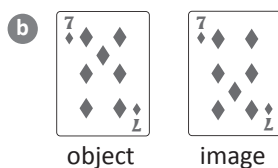
A peanut-shaped equilateral concave octagon with two internal reflex angles.

Page 7 questions

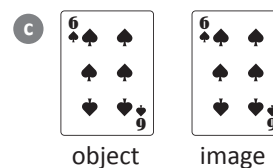
Transformations



- ☐ Reflection
☒ Translation
☒ Rotation



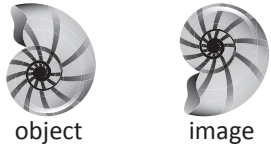
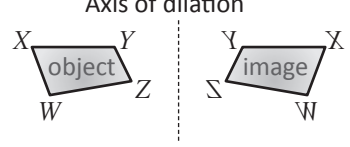
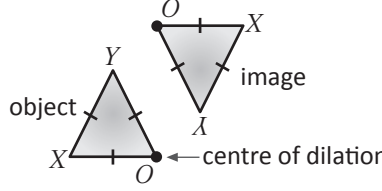
- ☐ Reflection
☐ Translation
☒ Rotation

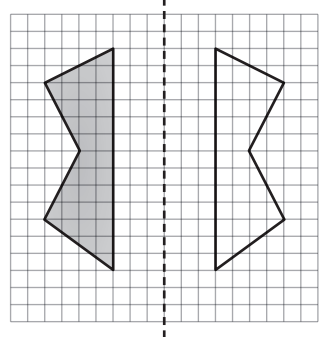
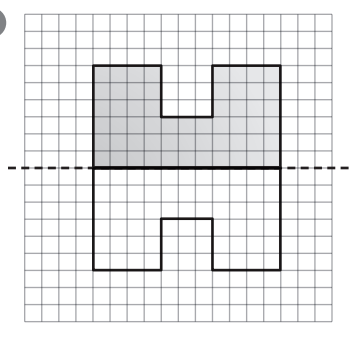
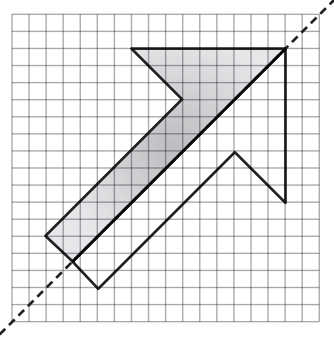


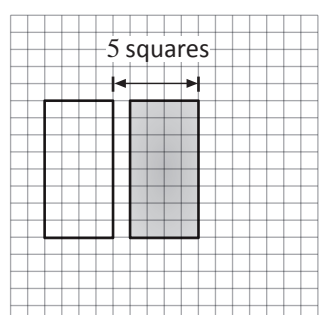
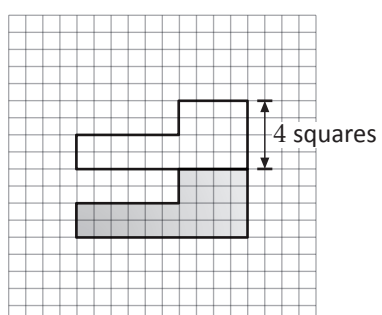
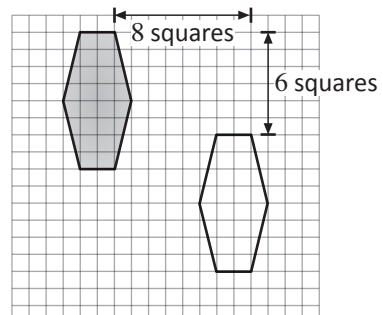
- ☐ Reflection
☒ Translation
☐ Rotation

Page 7 questions

Transformations

- 2 a  object image
- ☒ Reflection
☐ Translation
☒ Rotation
- b  object image
- ☒ Reflection
☒ Translation
☐ Rotation
- c  object image
 O ← centre of dilation
- ☐ Reflection
☒ Translation
☒ Rotation

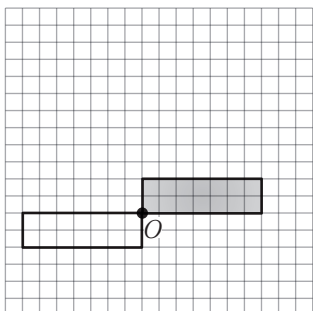
- 3 a 
- b 
- c 

- 4 a Five squares horizontally to the left.
- 
- b Four squares vertically up.
- 
- c Eight squares to the right, then six squares down.
- 

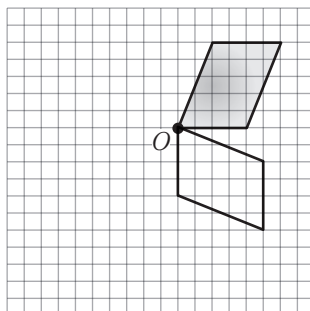
Page 8 questions

Transformations

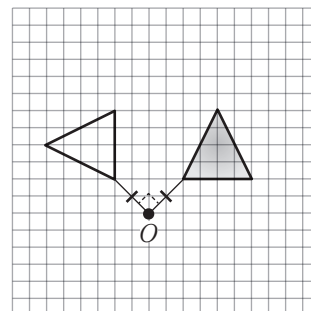
- 5 a One half turn (180° rotation).



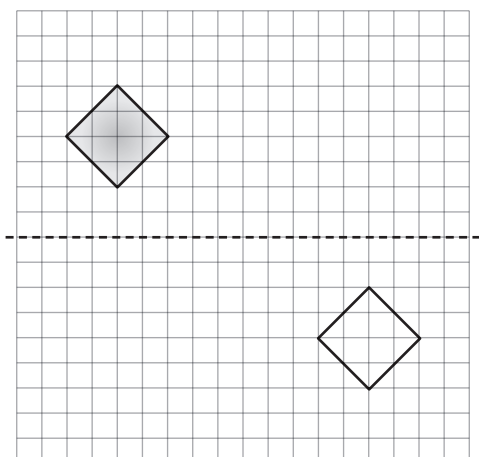
- b Three quarter turn (270° rotation).



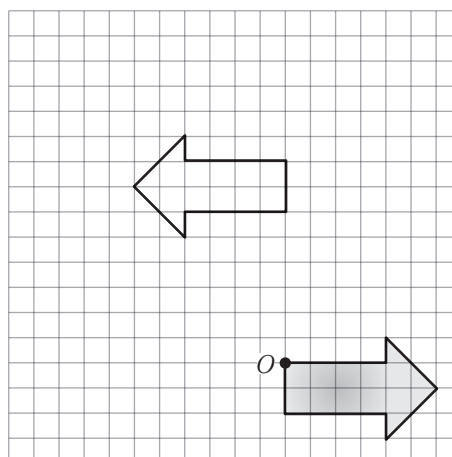
- c One quarter turn (90° rotation).



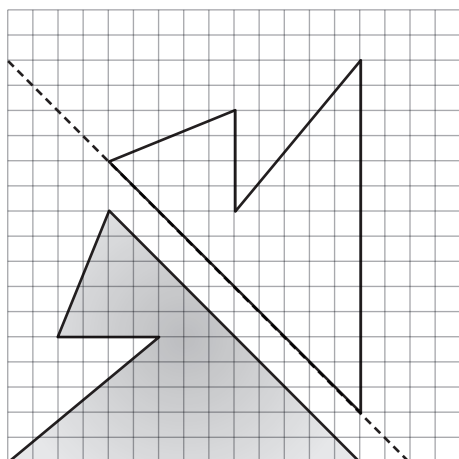
- 6 a Translate ten units to the right first then reflect down about the given axis of reflection.



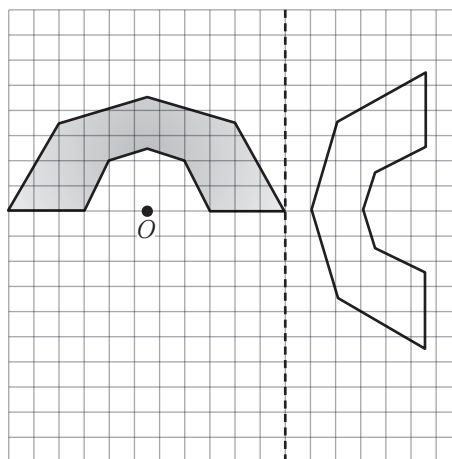
- b Rotate 180° about the centre of rotation O , then translate six units up.



- c Reflect about the given axis first, then translate two units to the left.



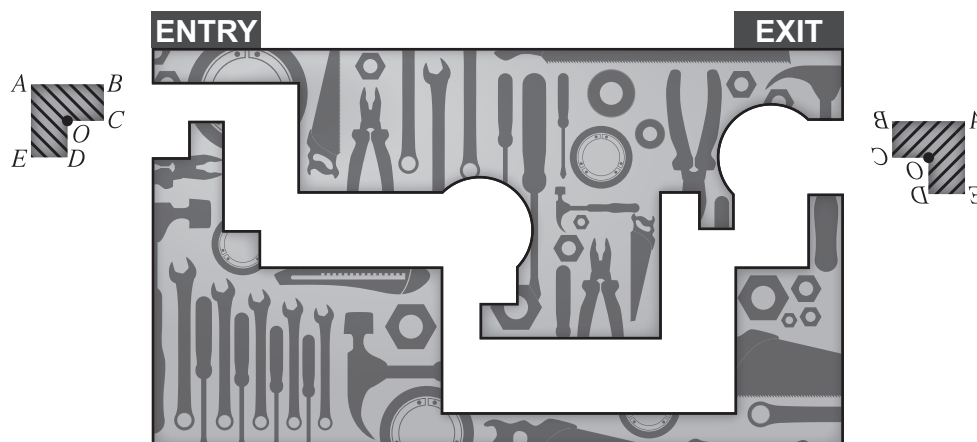
- d Three quarter turn (270° rotation) first, then reflect about the given axis of dilation.



Page 9 questions

Transformations

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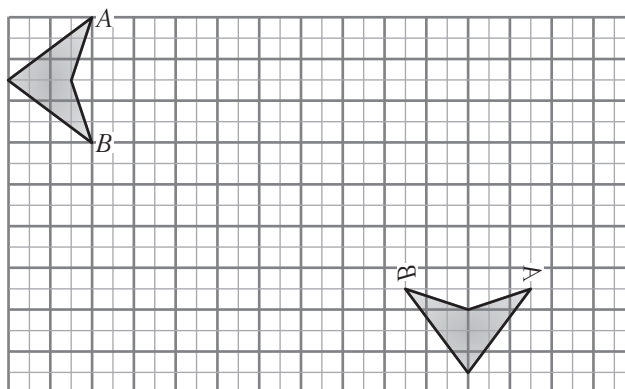


- (i) Translate shape horizontally to the right.
- (ii) Reflect shape horizontally to the right using the edge BC as the axis of reflection.
- (iii) Translate shape vertically down.
- (iv) Translate shape horizontally to the right.
- (v) Rotate shape one quarter turn (90°) about the vertex O .
- (vi) Translate shape vertically down.
- (vii) Reflect shape vertically down using the edge BC as the axis of reflection.
- (viii) Translate shape horizontally to the right.
- (ix) Translate shape vertically up.
- (x) Reflect shape horizontally to the right using the edge DE as the axis of reflection.
- (xi) Translate shape vertically up.
- (xii) Rotate shape one quarter turn (90°) about the vertex O .
- (xiii) Translate shape horizontally to the right.

Page 10 questions

Transformations

8



There are many different correct ways of doing this, here are just four possible solutions.

a Method 1

- Translate shape horizontally 7.5 units to the right.
- Reflect the shape about the axis AB horizontally to the right.
- Rotate shape $\frac{3}{4}$ of a turn (270°) about the point B .
- Translate shape vertically down 2.5 units.

b Method 2

- Translate shape horizontally 7.5 units to the right.
- Rotate shape $\frac{1}{4}$ of a turn (90°) about the point B .
- Translate shape vertically down 2.5 units.
- Reflect the shape horizontally to the right about a vertical axis passing through B .

c Method 3

- Reflect the shape vertically down about a horizontal axis passing through B .
- Translate shape vertically down 2.5 units.
- Rotate shape $\frac{1}{4}$ of a turn (90°) about the point B .
- Translate shape horizontally 7.5 units to the right

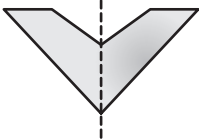
d Method 4

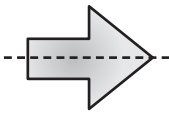
- Rotate shape $\frac{1}{4}$ of a turn (90°) about the point A .
- Translate shape horizontally 4.5 units to the right.
- Reflect the shape horizontally to the right about a vertical axis passing through B .
- Translate shape vertically 5.5 units down.

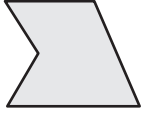
Page 12 questions

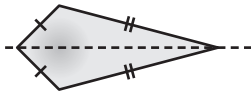
Reflection symmetry

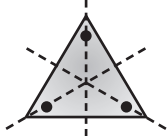
1

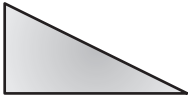
a  ☒ Symmetric
☐ Asymmetric

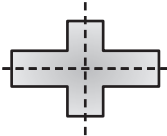
b  ☒ Symmetric
☐ Asymmetric

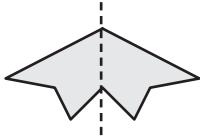
c  ☐ Symmetric
☒ Asymmetric


d  ☒ Symmetric
☐ Asymmetric

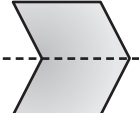
e  ☒ Symmetric
☐ Asymmetric

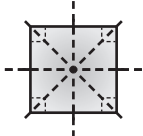
f  ☐ Symmetric
☒ Asymmetric


g  ☒ Symmetric
☐ Asymmetric

h  ☒ Symmetric
☐ Asymmetric

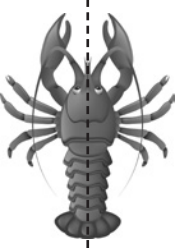
i  ☒ Symmetric
☐ Asymmetric

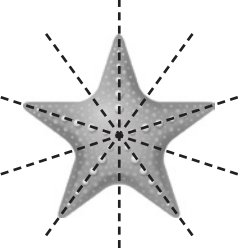
j  ☒ Symmetric
☐ Asymmetric

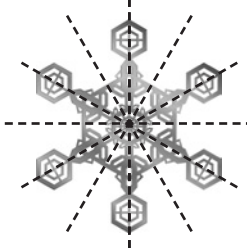
k  ☒ Symmetric
☐ Asymmetric

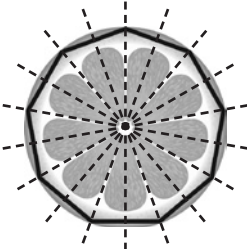
l  ☒ Symmetric
☐ Asymmetric

2

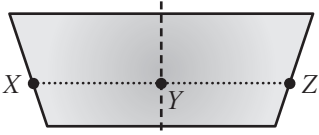
a  1

b  5

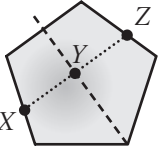
c  6

d  9

3

a  $YZ = 5 \text{ cm}$

Distance from X to Y = 5 cm

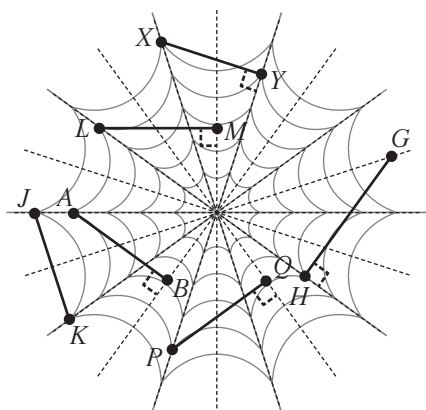
b  $XZ = 14 \text{ cm}$

Distance from X to Y = 7 cm

Page 13 questions

Reflection symmetry

- 4 Answer these questions about the symmetric web below:



- a How many axes of symmetry does the web have?

10

- b What pair of points are equidistant to LM ?

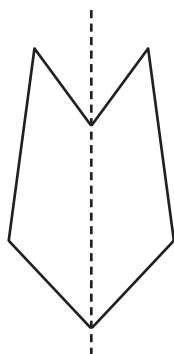
P and Q

Psst: equidistant means the 'same distance'

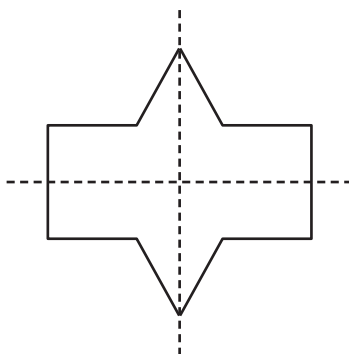
- c Briefly explain below how you decided this was the correct answer.

Shapes with reflective symmetry have points equidistant on the other side of the axis. Points P and Q are just like LM , they start on an axis between the 3rd and 4th curved circle, move perpendicular to the axis and end on a point of the fifth circle three axes across.

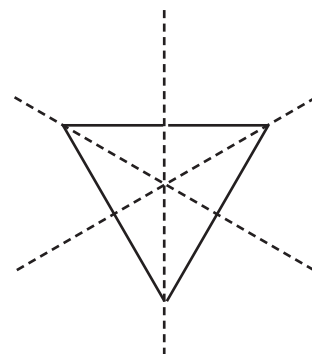
- 5 a Bilateral symmetry.



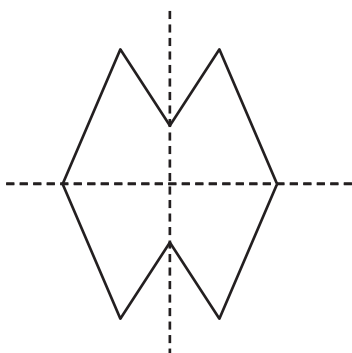
- b Two fold symmetry.



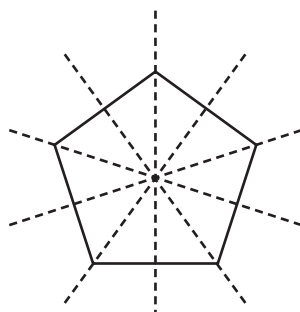
- c Three axes of symmetry.



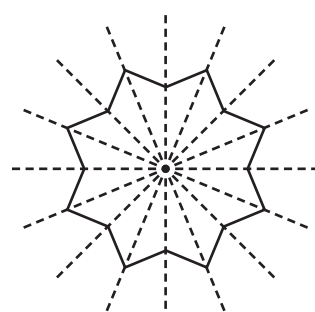
- d Two axes of symmetry.



- e Five-fold symmetry.
(show the other four axes)



- f Eight-fold symmetry.
(show the other seven axes)



Page 15 questions

Rotational and point symmetry

1

a



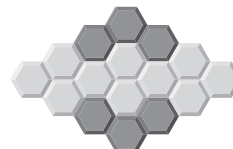
- ☒ Rotationally symmetric
☐ Rotationally asymmetric

b



- ☐ Rotationally symmetric
☒ Rotationally asymmetric

c



- ☒ Rotationally symmetric
☐ Rotationally asymmetric

d



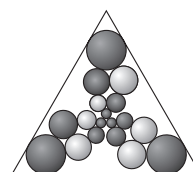
- ☒ Rotationally symmetric
☐ Rotationally asymmetric

e



- ☒ Rotationally symmetric
☐ Rotationally asymmetric

f



- ☐ Rotationally symmetric
☒ Rotationally asymmetric

2

a



2

b



4

c



2

d

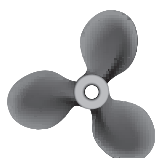


4

3

a

(i)



- ☐ Has point symmetry
☒ No point symmetry

(ii)



- ☒ Has point symmetry
☐ No point symmetry

(iii)



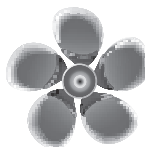
- ☒ Has point symmetry
☐ No point symmetry

(iv)



- ☒ Has point symmetry
☐ No point symmetry

(v)



- ☐ Has point symmetry
☒ No point symmetry

(vi)



- ☐ Has point symmetry
☒ No point symmetry

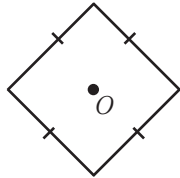
b If there is an even number of blades, the shape has point symmetry, if there is an odd number of blades, it doesn't.

c The number of blades on the even blade propellers is equal to the order of rotational symmetry.

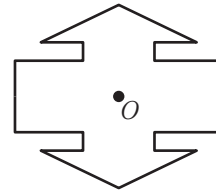
Page 16 questions

Rotational and point symmetry

- 4 a Rotational symmetry of order 4 and also point symmetry.



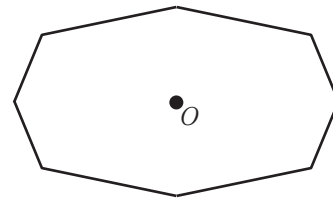
- b Rotational symmetry of order 2 and also point symmetry.



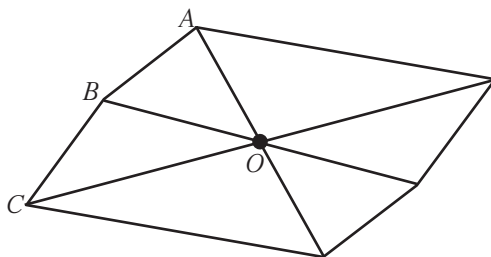
- c Rotational symmetry of order 3 and no point symmetry.



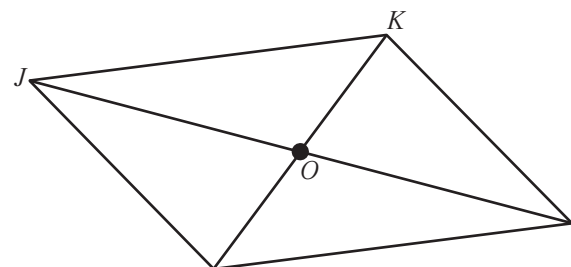
- d Rotational symmetry of order 2 and also point symmetry.



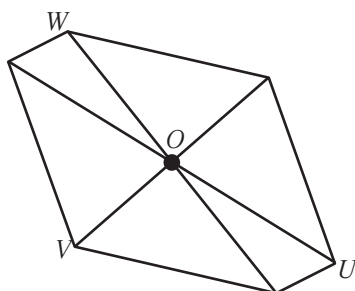
- 5 a



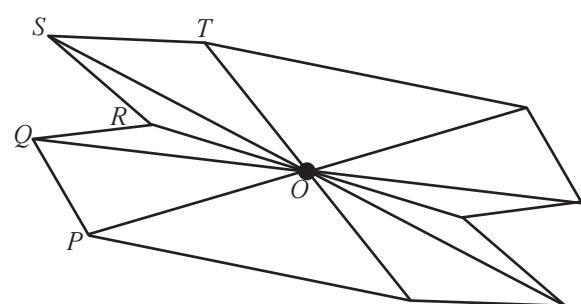
- b



- c


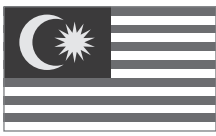

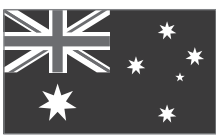
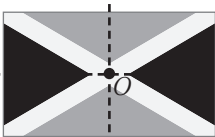

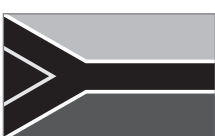
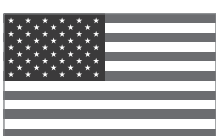


- d



Page 17 questions

Combo time: Reflection, rotation and point symmetry

- 6 a**  Canada
- ☒ Reflection symmetry with folds
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☐ No symmetry
- b**  Malaysia
- ☐ Reflection symmetry with folds
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☒ No symmetry
- c**  India
- ☒ Reflection symmetry with folds
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☐ No symmetry
- d**  Australia
- ☐ Reflection symmetry with folds
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☒ No symmetry
- e**  Jamaica
- ☒ Reflection symmetry with folds
- ☒ Rotational symmetry of order
- ☒ Point of symmetry.
- ☐ No symmetry
- f**  Pakistan
- ☐ Reflection symmetry with folds
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☒ No symmetry
- g**  South Africa
- ☐ Reflection symmetry with folds
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☒ No symmetry
- h**  United States of America
- ☐ Reflection symmetry with folds
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☒ No symmetry

Page 17 questions

Combo time: Reflection, rotation and point symmetry

6

k



Vietnam

- ☒ Reflection symmetry with folds
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☐ No symmetry

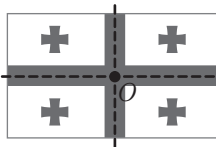
l



United Kingdom

- ☐ Reflection symmetry with
- ☒ Rotational symmetry of order
- ☐ Point of symmetry.
- ☐ No symmetry

m



Georgia

- ☒ Reflection symmetry with folds
- ☒ Rotational symmetry of order
- ☒ Point of symmetry.
- ☐ No symmetry

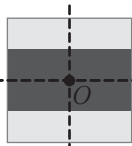
n



New Zealand

- ☐ Reflection symmetry with
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☒ No symmetry

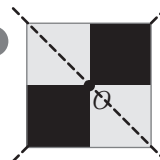
o



Letter 'D' signal flag

- ☒ Reflection symmetry with folds
- ☒ Rotational symmetry of order
- ☒ Point of symmetry.
- ☐ No symmetry

p



Letter 'L' signal flag

- ☒ Reflection symmetry with folds
- ☒ Rotational symmetry of order
- ☒ Point of symmetry.
- ☐ No symmetry

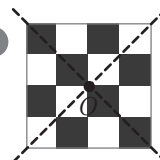
q



Letter 'Y' signal flag

- ☐ Reflection symmetry with
- ☐ Rotational symmetry of order
- ☐ Point of symmetry.
- ☒ No symmetry

r

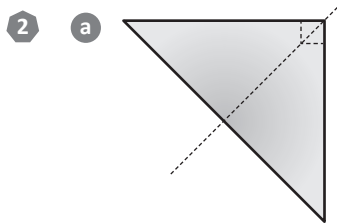


Letter 'N' signal flag

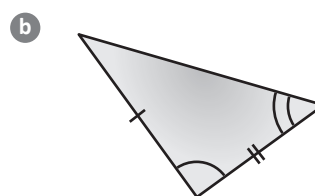
- ☒ Reflection symmetry with folds
- ☒ Rotational symmetry of order
- ☒ Point of symmetry.
- ☐ No symmetry

Page 20 questions**Special triangle properties**

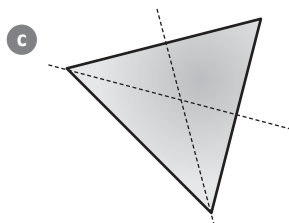
- 1
- a Acute-angled scalene triangle.
 - b Right-angled isosceles triangle.
 - c Obtuse-angled isosceles triangle.
 - d Equilateral triangle.
 - e Right-angled scalene triangle.



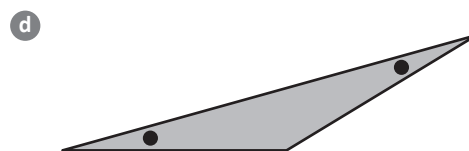
Right-angled isosceles triangle



Scalene triangle



Equilateral triangle



Isosceles triangle

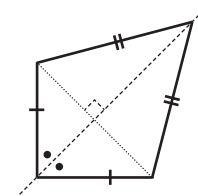
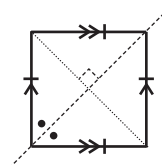
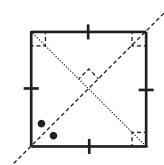
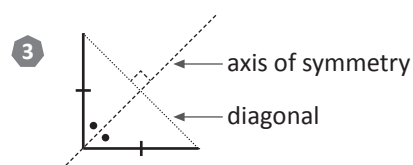
Page 23 questions**Special quadrilateral properties**

- 1
- a Rectangle
 - b Isosceles trapezium
 - c Rhombus
 - d Kite
 - e Square
 - f Kite

Page 23 questions

Special quadrilateral properties

- 2
- a
- Squares have all sides equal, not just opposite sides.
 - Squares have 2 more folds of reflective symmetry.
- b
- Rectangles have all internal angles equal.
 - Rectangles have reflective symmetry.
- c
- Rhombus' have all sides equal, not just opposite sides.
 - Diagonals of a rhombus are perpendicular.
 - Diagonals of a rhombus bisect the angles.
- d
- Opposite sides parallel in a rhombus.
 - All sides equal in a rhombus.
 - Both diagonals bisect the angles in a rhombus.
 - Kite has only one pair of equal opposite angles.
- e
- Rhombus has all sides equal, not just opposite sides
 - Diagonals of a rhombus are perpendicular.
 - Squares have 4 folds of symmetry, rhombus only 2.
- f
- Opposite sides parallel in a rhombus.
 - Both diagonals bisect the angles in a rhombus
 - Opposite angles equal in a rhombus, adjacent ones equal in isosceles trapezium.



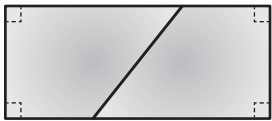

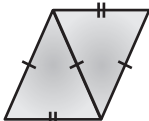

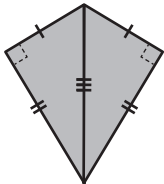
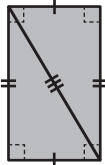
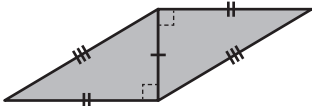
a Square

b Rhombus

c Kite

Page 24 questions

Combo time: Special quadrilateral and triangles

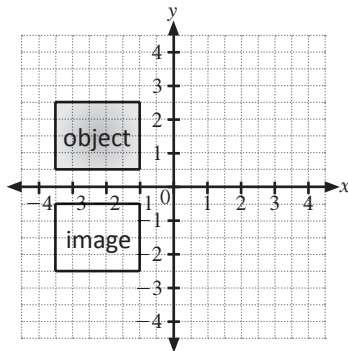
- 1  Rotate one shape a half-turn and translate until the non-perpendicular sides are common.
Or reflect one horizontally then transpose.
-  Rotate one shape a half-turn and translate until the perpendicular sides are common.
Or reflect one horizontally and then vertically, then translate.
- 2  Reflect one vertically up/down and then transpose until one pair of equal sides are shared.
- Parallelogram
-  Reflect one vertically down and then transpose until the shorter sides are shared.
- Rhombus
- 3   
- Kite Rectangle Parallelogram

Page 26 questions

Transformation on the Cartesian number plane

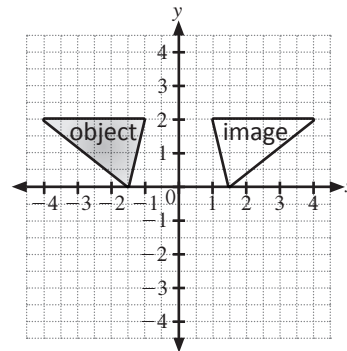
1

a



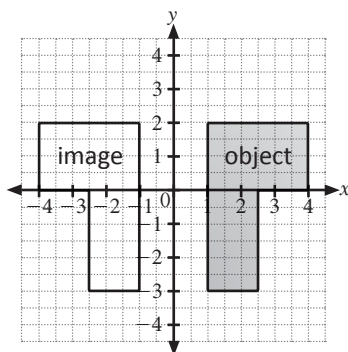
- Reflected
- | | | |
|--|----------------------------|---------------------------------------|
| <input checked="" type="checkbox"/> Vertically | <input type="checkbox"/> ↑ | <input checked="" type="checkbox"/> ↓ |
| <input type="checkbox"/> Horizontally | <input type="checkbox"/> ← | <input type="checkbox"/> → |
| <input type="checkbox"/> Diagonally | <input type="checkbox"/> ↖ | <input type="checkbox"/> ↗ |
| | <input type="checkbox"/> ↘ | <input type="checkbox"/> ↙ |

b



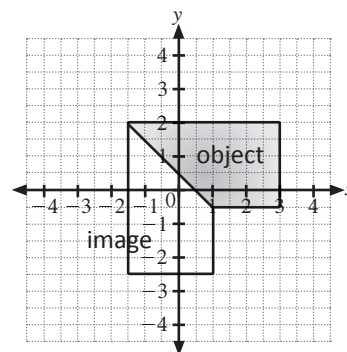
- Reflected
- | | | |
|--|----------------------------|---------------------------------------|
| <input type="checkbox"/> Vertically | <input type="checkbox"/> ↑ | <input type="checkbox"/> ↓ |
| <input checked="" type="checkbox"/> Horizontally | <input type="checkbox"/> ← | <input checked="" type="checkbox"/> → |
| <input type="checkbox"/> Diagonally | <input type="checkbox"/> ↖ | <input type="checkbox"/> ↗ |
| | <input type="checkbox"/> ↘ | <input type="checkbox"/> ↙ |

c



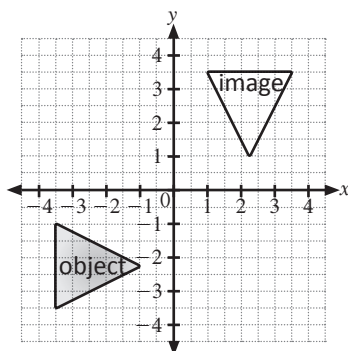
- Reflected
- | | | |
|--|---------------------------------------|----------------------------|
| <input type="checkbox"/> Vertically | <input type="checkbox"/> ↑ | <input type="checkbox"/> ↓ |
| <input checked="" type="checkbox"/> Horizontally | <input checked="" type="checkbox"/> ← | <input type="checkbox"/> → |
| <input type="checkbox"/> Diagonally | <input type="checkbox"/> ↖ | <input type="checkbox"/> ↗ |
| | <input type="checkbox"/> ↘ | <input type="checkbox"/> ↙ |

d



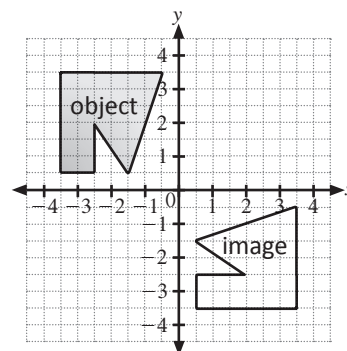
- Reflected
- | | | |
|--|---------------------------------------|----------------------------|
| <input type="checkbox"/> Vertically | <input type="checkbox"/> ↑ | <input type="checkbox"/> ↓ |
| <input type="checkbox"/> Horizontally | <input type="checkbox"/> ← | <input type="checkbox"/> → |
| <input checked="" type="checkbox"/> Diagonally | <input checked="" type="checkbox"/> ↖ | <input type="checkbox"/> ↗ |
| | <input type="checkbox"/> ↘ | <input type="checkbox"/> ↙ |

e



- Reflected
- | | | |
|--|---------------------------------------|----------------------------|
| <input type="checkbox"/> Vertically | <input type="checkbox"/> ↑ | <input type="checkbox"/> ↓ |
| <input type="checkbox"/> Horizontally | <input type="checkbox"/> ← | <input type="checkbox"/> → |
| <input checked="" type="checkbox"/> Diagonally | <input checked="" type="checkbox"/> ↖ | <input type="checkbox"/> ↗ |
| | <input type="checkbox"/> ↘ | <input type="checkbox"/> ↙ |

f



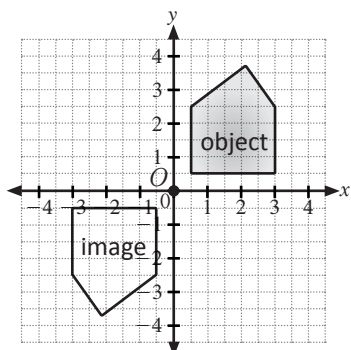
- Reflected
- | | | |
|--|----------------------------|---------------------------------------|
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| <input type="checkbox"/> Horizontally | <input type="checkbox"/> ← | <input type="checkbox"/> → |
| <input checked="" type="checkbox"/> Diagonally | <input type="checkbox"/> ↖ | <input checked="" type="checkbox"/> ↗ |
| | <input type="checkbox"/> ↘ | <input type="checkbox"/> ↙ |

Page 27 questions

Transformation on the Cartesian number plane

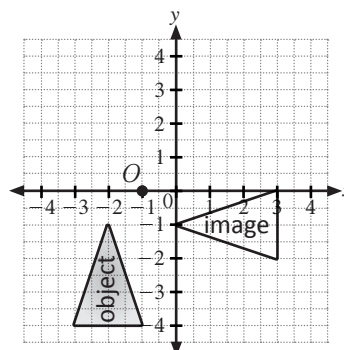
2

a



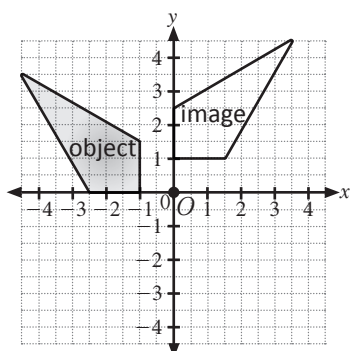
☐ 90° ☒ 180° ☐ 270° rotation

b



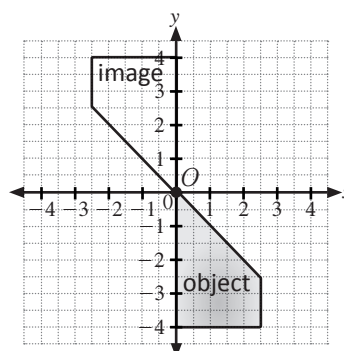
☒ 90° ☐ 180° ☐ 270° rotation

c



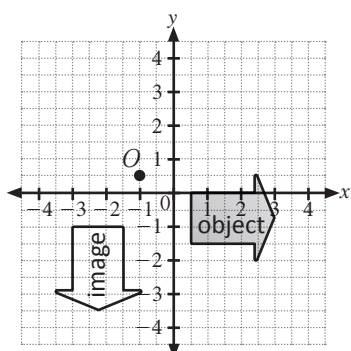
☐ 90° ☐ 180° ☒ 270° rotation

d



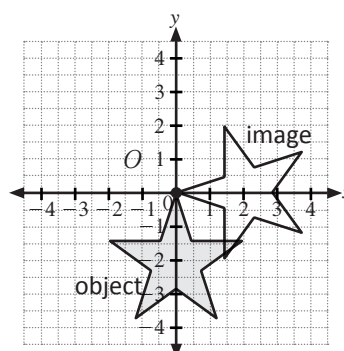
☐ 90° ☒ 180° ☐ 270° rotation

e



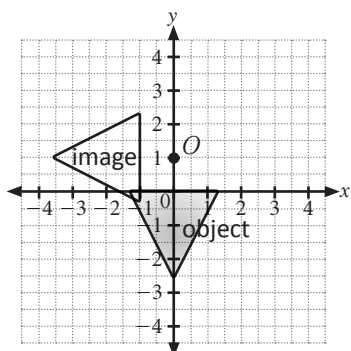
☐ 90° ☐ 180° ☒ 270° rotation

f



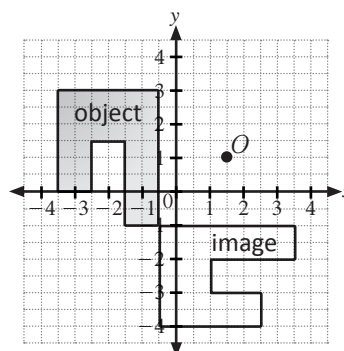
☒ 90° ☐ 180° ☐ 270° rotation

g



☐ 90° ☐ 180° ☒ 270° rotation

h

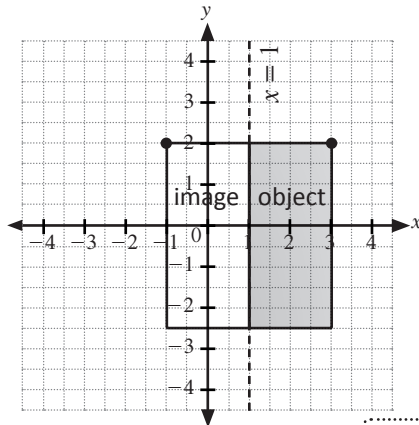


☒ 90° ☐ 180° ☐ 270° rotation

Page 28 questions

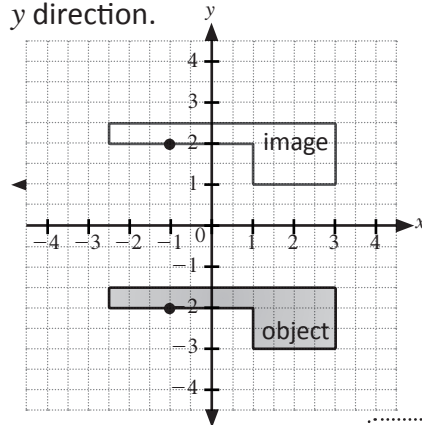
Transformations on the Cartesian number plane

- 3 a Reflect object about the line $x = 1$.



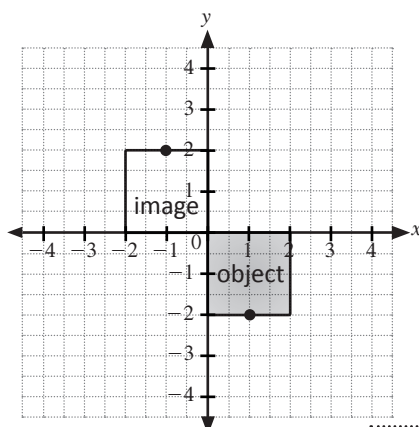
New coordinates for dot = $(-1, 2)$

- b Translate the object four units in the positive y direction.



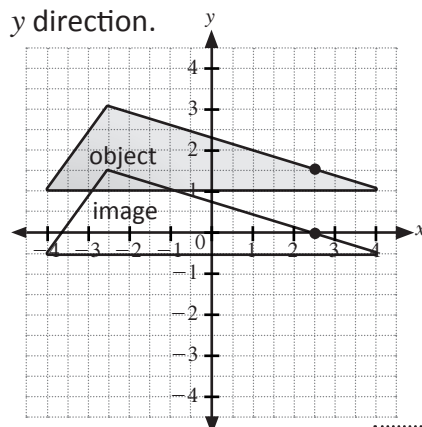
New coordinates for dot = $(-1, 2)$

- c Rotate the object 180° about the $(0, 0)$.



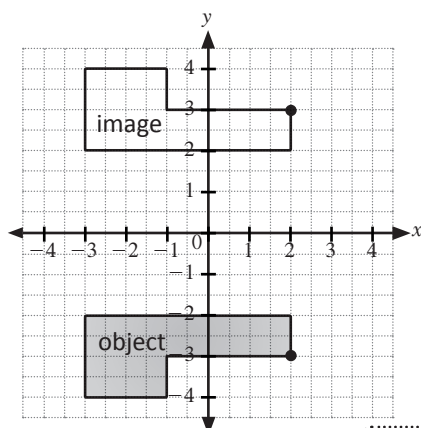
New coordinates for dot = $(-1, 2)$

- d Translate the object four units in the negative y direction.



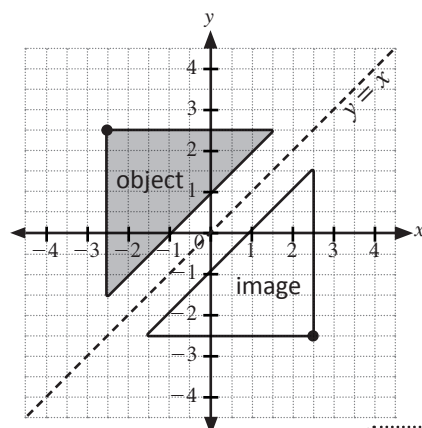
New coordinates for dot = $(2.5, 0)$

- e Reflect object about the x -axis.



New coordinates for dot = $(2, 3)$

- f reflect object about the given axis line, $y = x$.

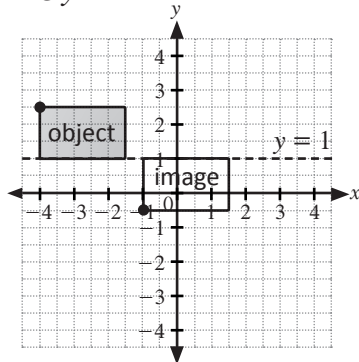


New coordinates for dot = $(2.5, -2.5)$

Page 29 questions

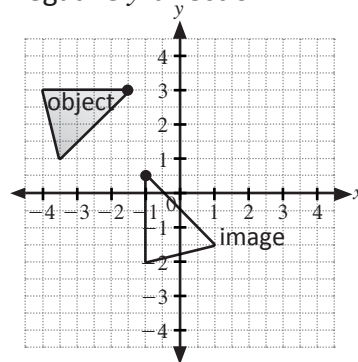
Transformations on the Cartesian number plane

- 4 a Translate object 3 units in the positive x -direction and then reflect about the line $y = 1$.



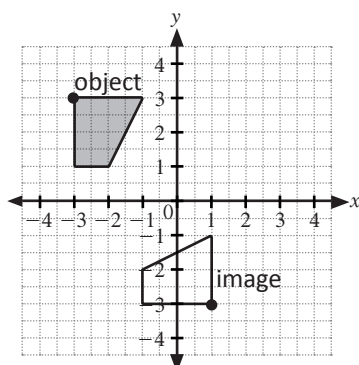
New coordinates for dot = $(-1, -1)$

- b Rotate the object one quarter turn about the point $(-1, 3)$ then translate 2.5 units in the negative y -direction.



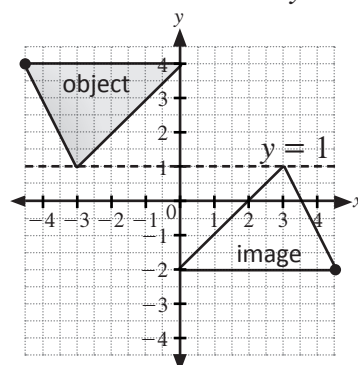
New coordinates for dot = $(-1, 0.5)$

- c Rotate object 270° about the point $(-1, 1)$ and then reflect about the x -axis.



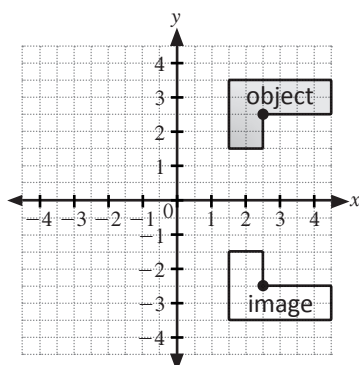
New coordinates for dot = $(1, -3)$

- d Reflect the object about the y -axis, and then reflect about the line $y = 1$.



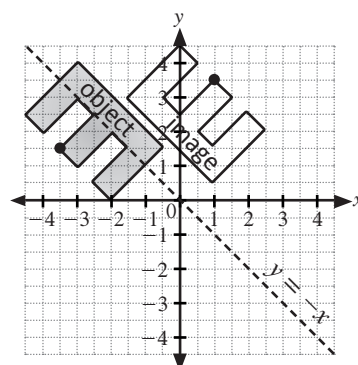
New coordinates for dot = $(4.5, -2)$

- e Reflect object about the y -axis then rotate 180° about the origin $(0, 0)$.



New coordinates for dot = $(2.5, -2.5)$

- f Translate the object 2.5 units in the negative y -direction and then reflect about the line $y = -x$.

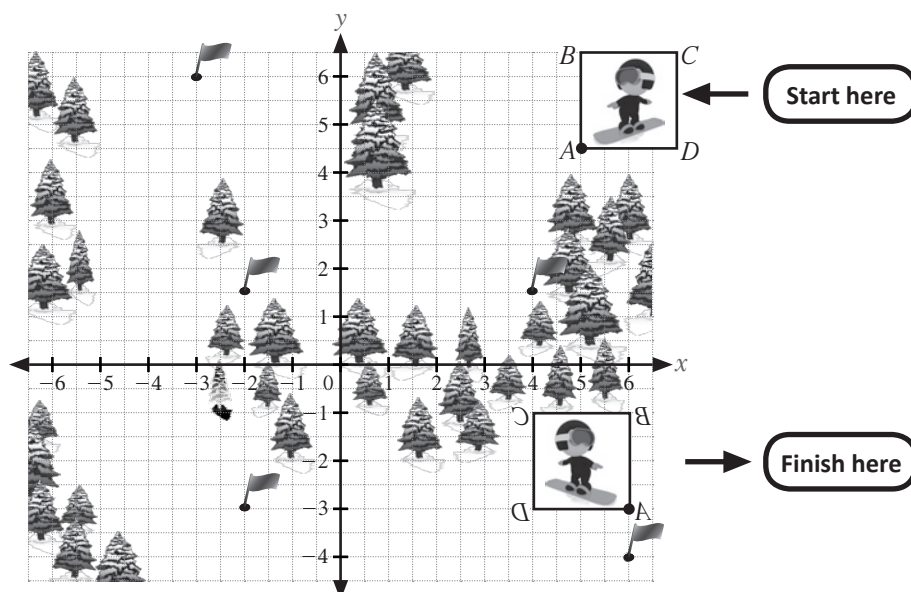


New coordinates for dot = $(2, 3.5)$

Page 30 questions

Transformations on the Cartesian number plane

5



- Reflect horizontally about the side AB .
- Translate horizontally in the negative x -direction 1 unit.
- Translate vertically in the negative y -direction 2.5 units.
- Translate horizontally in the negative x -direction 2 units.
- Reflect horizontally about the side CD .
- Translate vertically in the positive y -direction 2.5 units.
- Translate horizontally in the negative x -direction 3 units.
- Rotate 180° about the centre of the player square.
- Translate vertically in the negative y -direction 5 units.
- Reflect vertically about the side BC .
- Translate horizontally in the positive x -direction 1 unit.
- Translate vertically in the negative y -direction 1 unit.
- Translate horizontally in the positive x -direction 8 units.
- Translate vertically in the positive y -direction 1 unit.

Coordinates of A : (5, 4)

Coordinates of A : (4, 4)

Coordinates of A : (4, 1.5)

Coordinates of A : (2, 1.5)

Coordinates of A : (-2, 1.5)

Coordinates of A : (-2, 4)

Coordinates of A : (-5, 4)

Coordinates of A : (-3, 6)

Coordinates of A : (-3, 1)

Coordinates of A : (-3, -3)

Coordinates of A : (-2, -3)

Coordinates of A : (-2, -4)

Coordinates of A : (6, -4)

Coordinates of A : (6, -3)

