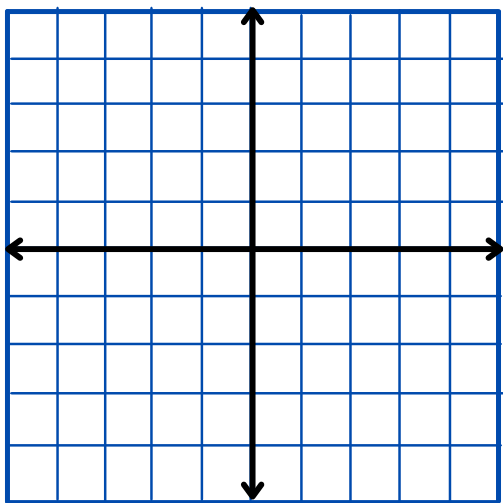


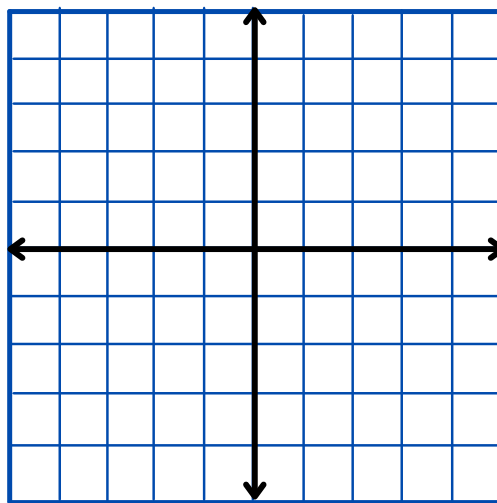
ROTATION

Graph the original figure. Find the new coordinates of the vertices after the given rotation about the origin. Then graph the rotation. USE ANOTHER COLOUR TO DRAW ANOTHER ROTATION.

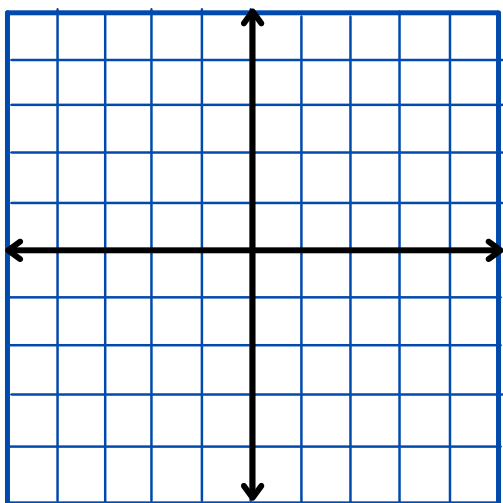
1. Polygon ABC with vertices:
A(-4,-2) ; B(-2,-1) ; C(-1,-3)
90° clockwise rotation.



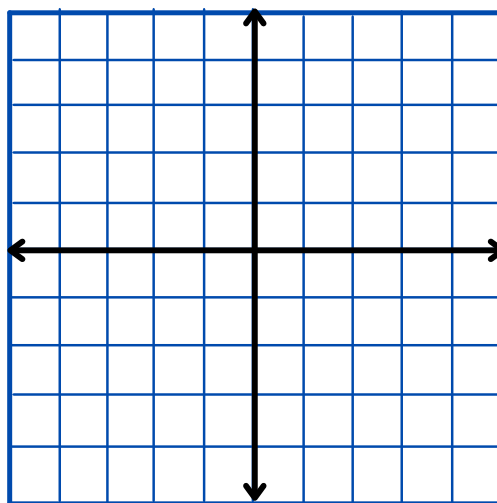
2. Polygon ABCD with vertices:
A(-1,4) ; B(-4,3) ; C(-3,0) ; D(0,1)
180° clockwise rotation.



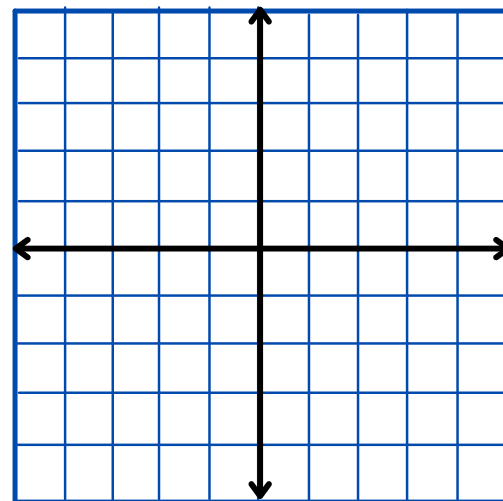
3. Polygon WXYZ with vertices:
W(-1,-3) ; X(-3,-1) ; Y(0,-1) ; Z(-4,-3)
90° clockwise rotation.



4. Polygon PQRS with vertices:
P(-3,4) ; Q(-1,4) ; R(-5,1) ; S(0,1)
90° counter clockwise rotation.



5. Polygon LMNO with vertices:
L(4,-4) ; M(1,-4) ; N(1,-1) ; O(-4,1)
180° counter clockwise rotation.



6. Polygon DEF with vertices:
D(1,5) ; E(1,1) ; F(5,1)
90° counter clockwise rotation.

