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| **Applying Movements to 2-D Shapes** |
| Gives and follows instructions to move congruent shapes to matching orientations“I can turn one shape half a turn to match the other.” | Gives and follows instructions to slide (translate) shapes but struggles to differentiate between flips (reflections) and turns (rotations)“I would slide A to the right to get to B. I’m not sure whether I would flip or turn C to get to D.” | Gives and follows instructions to move shapes from one location to another (e.g., turn (rotation), flip (reflection), or slide (translation))“I used a Mira and the two shapes matched exactly. So, I flipped Shape C onto D.” | Uses orientation of shape to predict, describe, and move shapes from one location to another“To move from A to B: same orientation, so slide A to the right; from C to D: opposite orientations, so a flip in vertical line between C and D; from E to F: different orientations, so a quarter-turn clockwise.” |
| **Observations/Documentation** |
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