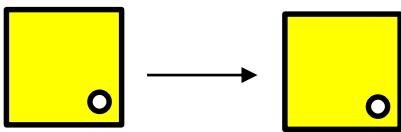


## 2.G.A.1 Draw Shapes After Flipping, Sliding, or Turning

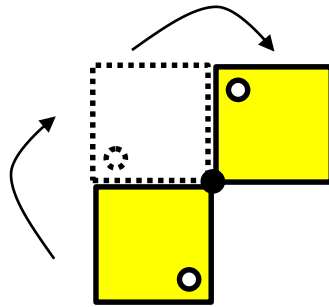
2.G.A.1: Recognize and draw shapes having specified attributes.

Below are some examples of different ways you can move figures. (The white circle is a hole.)

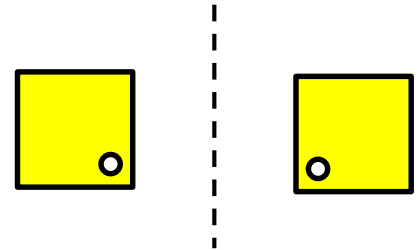
1. You can slide the figure.



2. You can turn the figure.



3. You can flip the figure.



Draw the figures to show how it moved.

<p>1.</p> <p><b>FLIP</b></p>		
<p>2.</p> <p><b>SLIDE</b></p>		
<p>3.</p> <p><b>TURN</b></p>		
<p>4.</p> <p><b>FLIP</b></p>		

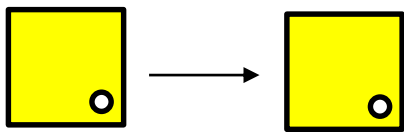
2.G.A.1 Draw Shapes After Flipping, Sliding, or Turning

Answer Key

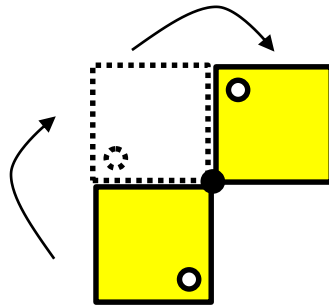
2.G.A.1: Recognize and draw shapes having specified attributes.

Below are some examples of different ways you can move figures. (The white circle is a hole.)

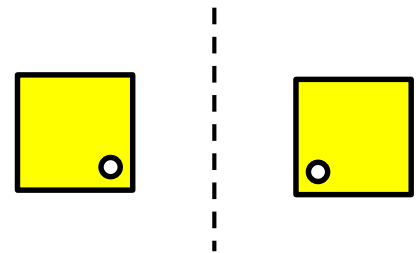
4. You can slide the figure.



5. You can turn the figure.



6. You can flip the figure.



Draw the figures to show how it moved.

<p>1.</p> <p>FLIP</p>		
<p>2.</p> <p>SLIDE</p>		
<p>3.</p> <p>TURN</p>		
<p>4.</p> <p>FLIP</p>		