# Crazy Kaleidoscope 

Rotations Lesson<br>Transformations and Tessellations Unit<br>Geometry<br>Paula Brault

Time: One 45-minute classes

## Lesson Overview:

Students will create a Kaleidoscope image by using Geometer's Sketchpad rotation and reflection tools. This lesson comes at about the midpoint of the Transformations and Tessellations Unit. Students will have already learned about translations.

## Pre-requisite Knowledge:

Translations
Rotations
Reflections
Transformations with real-life applications
General computer use knowledge
Using Geometer’s Sketchpad

## Objectives:

Learn to construct a rotation and a reflection in Geometer's Sketchpad.
Reinforce translations, rotations, and reflections.

## Materials Needed:

Instruction sheet (attached) Computer with Geometer's Sketchpad loaded Writing Implement

## Important Vocabulary:

Translation- a transformation that moves points the same distance and in the same direction. Transformation - a change in the position, size, or shape of a figure.
Reflection - a transformation that moves points equal distances from opposite sides of a line of reflection.
Rotation - a transformation that moves points a certain number of degrees counterclockwise.
Basic Computer Vocabulary such as edit, save, menu, copy, select, etc.

## Procedure:

1. Have students begin away from the computers.
2. Hand out instruction sheet and read through directions, answer any questions that may arise.
3. Send students to the computers to begin.
4. Write the timetable for the class in a prominent location. If there is 40 minutes left to class, put current time, the time 20 minutes from the start, the time that would leave 5 minutes left, and the ending time. This allows students to stay on task to finish in a timely manner.
5. Walk around the classroom answering questions, providing assistance, and making sure that students are on track. Good questions to ask the students are, "What did you notice when..." or "What happened when..." These questions are based on issues that might come up because of a lack of following directions or an "aha" moment where something worked great.
6. With five minutes remaining in class, ask students to save their work and log out if necessary. Have a short discussion about where they see reflections in life that are not a kaleidoscope or a mirror. Remind students they may be asked questions about this project on a future quiz.

## Watch Out!

1. Students tend to ignore the directions and get lost when using Geometer’s Sketchpad. If this happens, suggest they use "undo" in the edit menu until they get back to the last place they followed the directions exactly. Students new to this program may need assistance doing this.
2. Students tend to lose track of time, keep them on track with timing reminders.
3. Students sometimes feel that computer lab time is play time. Remind them that this is class work worth 20 points.

## Curriculum Standards

This unit covers the following Massachusetts State Frameworks:
G.G.1, G.G.3, G.G.4, G.G.6, G.G.11, G.G.12, G.G. 15

This unit also applies to the following Student Expectations from the PVRS Mission Statement: A1, A3, B1, B2, B3

## Follow Up:

The next step in this unit is dilations. If students have finished the required part of this assignment and would like to go on, they can play with making several of the shapes smaller or larger and see what happens. This is a good segway into dilations.

Assessment:
See attached rubric of the lesson. Students can expect to see questions on future quizzes regarding this activity.

## Resources:

Adapted from an activity in Prentice Hall Geometry For the Real World.

## Crazy Kaleidoscopes Rubric

| Score | Behavior | Tasks Completed | Quality of Tasks | Challenges Completed |
| :---: | :--- | :--- | :--- | :--- |
|  | On task the entire class, <br> not spoken to about <br> behavior | All basic tasks are <br> completed | At least five polygons are <br> reflected and there is at least <br> two that are not "regular" <br> polygons. | Challenge Questions <br> are both complete |
| 4 | Primarily on task, <br> spoken to once about <br> behavior | No color is included | Four polygons, two not regular | NA |
| 3 | Spoken to twice about <br> behavior | No color is included and <br> only two lines of reflection | Three polygons, one not <br> regular | One challenge question <br> is complete |
| 2 | Spoken to three times <br> about behavior | No color is included and <br> only one line of reflection | Two polygons, one not regular | NA |
| 1 | Asked to be removed <br> from the computers | No color, one line of <br> reflection, and no <br> reflections | Two polygons, no irregular <br> polygons | NA |
| 0 | Asked to leave the room | Not completed | Not completed | Not completed |

