# Foundation – Geometry and Measure

### **Transformations**

There are four transformations. Each has associated phrases which you must state to get the marks when identifying transformations.

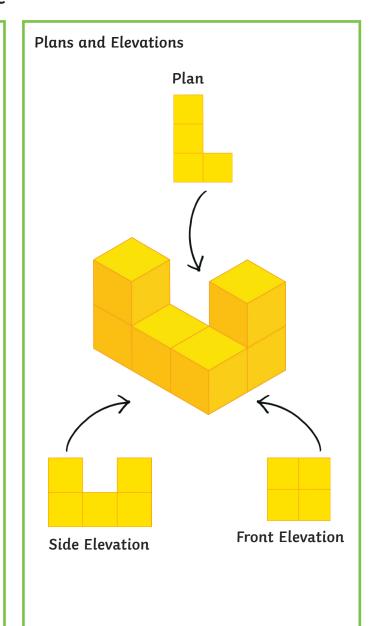
rotation – degrees, direction (clockwise or anti-clockwise) and centre of rotation.

reflection – line of symmetry.

enlargement - centre of enlargement and scale factor. A scale factor which is a fraction less than one will produce an image that is closer to the centre of enlargement and is smaller than the original.

**translation** – vector, e.g.  $\binom{3}{5}$  means 3 right and 5 up,  $\binom{-2}{4}$  means 2 left and 4 down.

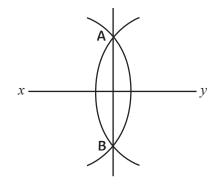
The question will usually ask you to describe a single transformation. In this case you must never write down more than one!



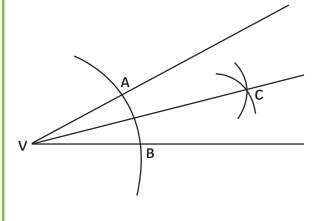
#### Loci and Constructions

Make sure you know how to construct SAS, ASA and SSS triangles in addition to perpendicular line bisectors:

### Never erase your construction lines!



and angle bisectors:







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### Pythagoras' Theorem

Only for right-angled triangles where no angles are given or need to be found.

$$a^2 + b^2 = c^2$$

## Trigonometry

Only for right-angled triangles where angles are given or need to be found.







### Angle Facts

Angles on a straight line add up to 180°.

Angles at a point add up to 360°.

Angles in a triangle add up to 180°.

Angles in a guadrilateral add up to 360°.

Exterior angles of a polygon add up to 360°.

Vertically opposite angles are equal.

Alternate angles in parallel lines are equal.

Corresponding angles are equal.

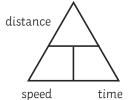
Supplementary angles add up to 180°.

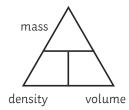
#### Perimeter

The distance around the outside of a shape. Don't forget to include units!

Circumference =  $\pi d$ 

## Speed and Density





#### Volume

The space contained within a 3D shape, given by cm<sup>3</sup> or m<sup>3</sup>.

Volume of a cuboid = width × height × length

Volume of a prism = area of cross-section × length

# Surface Area

The total area of the faces on a 3D shape.

#### Area

The space contained within a 2D shape, given by cm<sup>2</sup> or m<sup>2</sup>.

Area of a rectangle = width × height

Area of a triangle = (width  $\times$  height)  $\div$  2

Area of a parallelogram = width × vertical height

Area of a trapezium =  $\frac{1}{2}$  (a + b)h

Area of a circle =  $\pi r^2$ 

### Congruence and Similarity

Congruent triangles are exactly the same -SSS, ASA, SAS

**Similar** shapes have the same angles. One shape will be an enlargement of the other.

Scale factor =  $\frac{\text{new length}}{\text{old length}}$