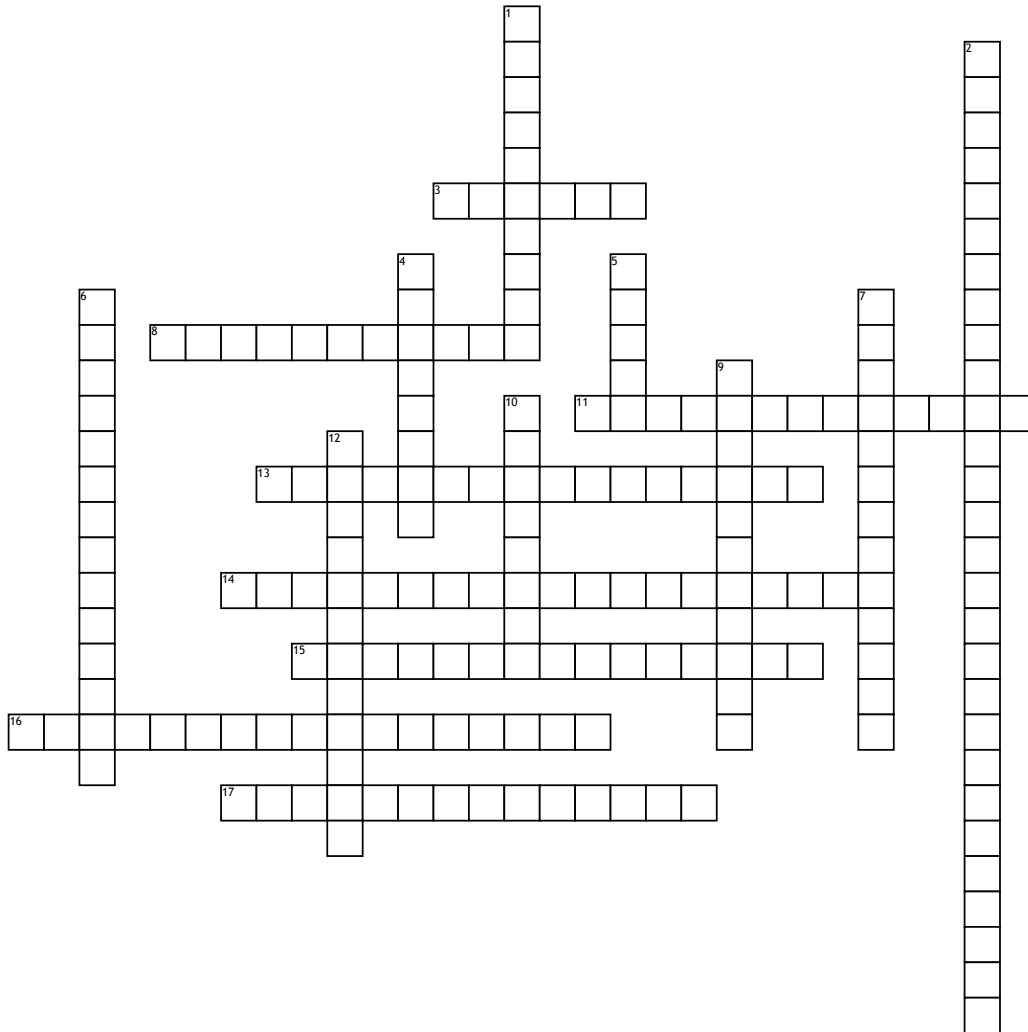


# Geometry



**Across**

- 3. a quantity having direction as well as magnitude, especially as determining the position of one point in space relative to another.
- 8. transformation that moves every point of a figure or a space by the same distance in a given direction
- 11. tail of the vector
- 13. vertical line That acts like a mirror
- 14. X axis parts of a vector
- 15. type of opposite isometry of the Euclidean plane: the composition of a reflection in a line and a translation along that line.

**Word Bank**

- translation
- composition of transformations
- horizontal component
- initial point
- Line of symmetry
- transformation

16. Y axis parts of a vector

- 17. general term for four specific ways to manipulate the shape of a point, a line, or shape

**Down**

- 1. A transformation in which a geometric figure is reflected across a line, creating a mirror image. That line is called the axis of...
- 2. is a combination of two or more transformations, each performed on the previous image
- 4. A transformation in which a plane figure turns around a fixed center point

- image
- reflection
- Component form
- Line of reflection
- Vector
- Terminal point

- 5. the subset of a function's codomain which is the output of the function from a subset of its domain

- 6. the imaginary line where you could fold the image and have both halves match exactly
- 7. the ordered pair that describes the changes in the x- and y-values
- 9. translation , rotation, reflection, and glide reflection
- 10. the set of all elements of the domain that map to the members of S
- 12. The first point at which a moving target is located on a plotting board

- vertical component
- rigid motion
- rotation
- glide reflection
- preimage