

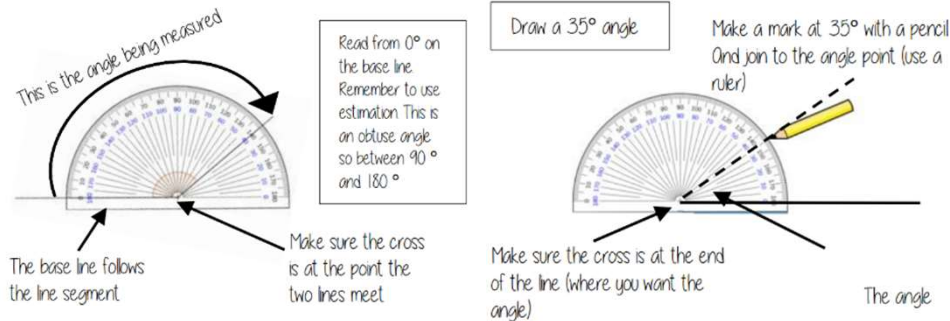
Unit 17: Scale Drawings & Bearings



Key Words

- Bearing** – the angle in degrees measured clockwise from North.
- Clockwise** – moving in the direction of the hands on a clock.
- Construct** – to draw accurately using a compass, protractor, and/or a ruler or straight edge.
- Parallel** – straight lines always the same distance apart and never touching; they have the same gradient.
- Perpendicular** – where two lines meet at 90°
- Protractor** – an instrument used in measuring or drawing angles.
- Scale** – the ratio of the length of a drawing to the length of the real thing.

Measuring & Drawing Angles to 180°

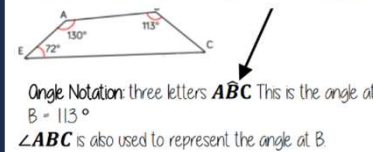


Scale Drawings

1:20 means for every 1 unit on a model/map there are 20 units in real life. Scale drawings only change lengths and distances; angles remain the same.

Angle Notation

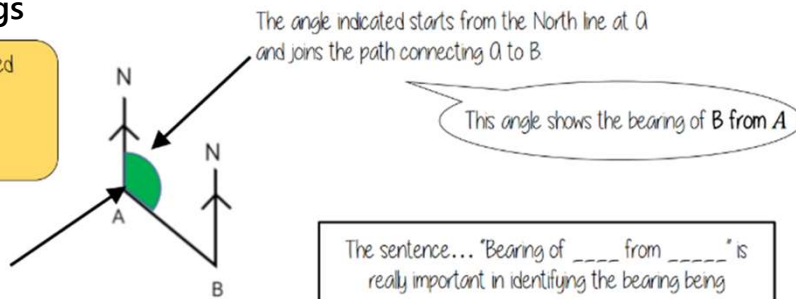
The letter in the middle is the angle. The arc represents the part of the angle.



Bearings

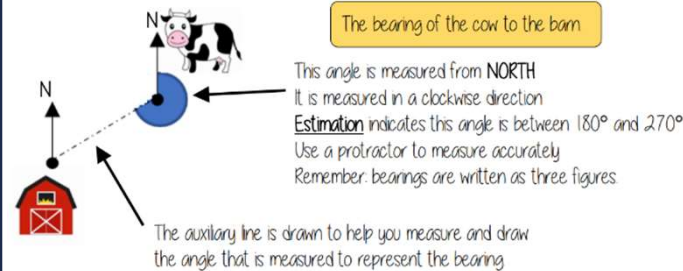
- A bearing is always measured from NORTH
- It is always given as three figures

The bearing of B from A is calculated by measuring the highlighted angle



Using estimation it is clear this angle is between 090° and 180°

Measuring & Reading Bearings

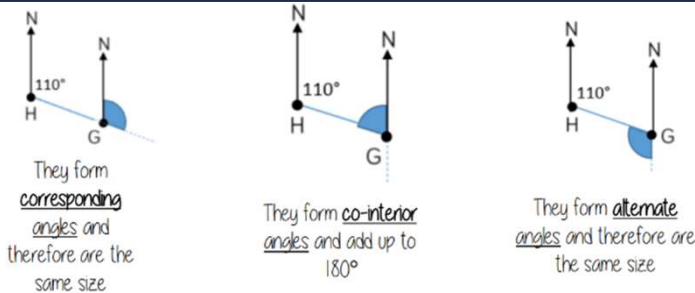


Directions

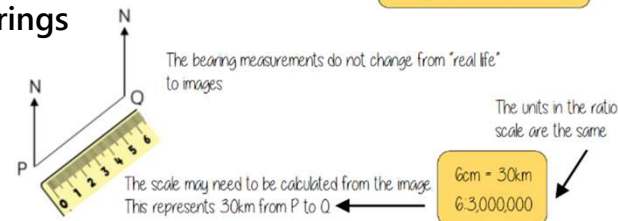


Bearings with Angle Facts

Since two North lines will be parallel to one another...



Scale Drawings Using Bearings

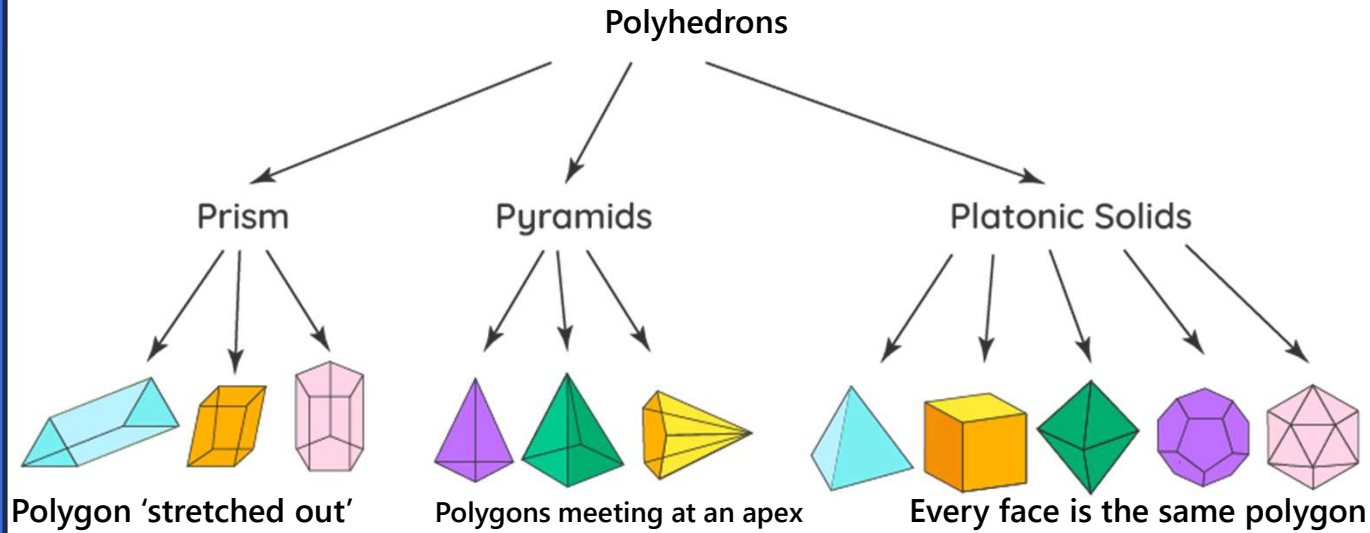


Unit 18: Plans & Elevations



Key Words

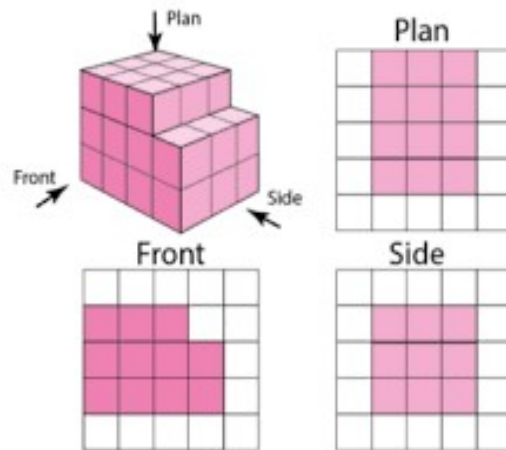
- **Apex** – the top of a shape, especially one forming at a point
- **Edges** – the line segments that join one vertex to another
- **Elevation** – a scale drawing showing a 3D shape when it is looked at from either the side or the front.
- **Face** – the flat surface of a 3D shape
- **Plan** – a scale drawing showing a 3D shape when it is looked at from above (a 'bird's eye view')
- **Polygon** – a closed, straight-sided 2D shape (e.g., rectangle, triangle)
- **Polyhedron** – a 3D shape made from combining polygons together
- **Vertices**- corners (vertex if singular [1] and vertices if plural [multiple])



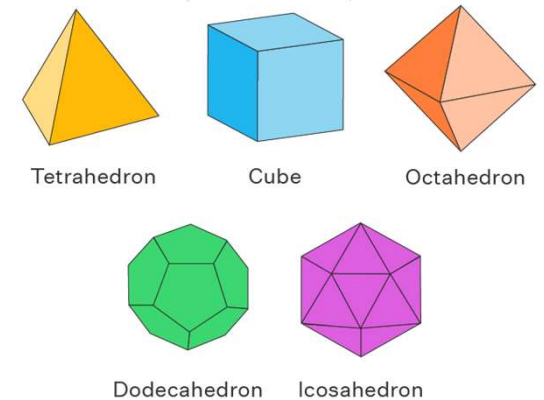
Identifying Edges, Faces, & Vertices (not a Complete List!)

	NAME	FACES	EDGES	VERTICES	PLANE NET
	tetrahedron	4	6	4	
	cube	6	12	8	
	octahedron	8	12	6	
	dodecahedron	12	30	20	
	icosahedron	20	30	12	

Plan & Elevations



Platonic Solid Names



When an architect designs a building, they will draw the plan and elevations of said building.

Key Words

- **Congruent** – the same size and shape
- **Enlargement** – to change the size of a shape by a given scale factor
- **Invariance** – a property of a shape that remains unchanged following a transformation
- **Parallel** – straight lines that never meet (equal gradients)
- **Rotation** – to change the orientation of a shape
- **Reflection** – to create a flipped image of a shape along a line
- **Scale Factor** – the multiplier of an enlargement
- **Similarity** – two otherwise identical shapes differently sized
- **Transformations** – ways of changing shapes (i.e., enlargements, rotations, reflections, and translations)
- **Translation** – to change the position of a shape on a grid
- **Vector** – a coordinate-based expression for the distance moved during a translation

Transforming Graphs

$y = -f(x)$ is a reflection of $y = f(x)$ in the x-axis (y-axis as mirror line).

$y = f(-x)$ is a reflection of $y = f(x)$ in the y-axis (x-axis as mirror line).

$y = f(x) + b$ translates $y = f(x)$ b squares upwards.

$y = f(x + b)$ translates $y = f(x)$ b squares to the left [counter-intuitive].

Rotation

Image 90° anti-clockwise

Point of rotation

Original shape

- 1 Trace the original shape (mark the point of rotation)
- 2 Keep the point in the same place and turn the tracing paper
- 3 Draw the new shape

Translations

Vector Notation $\rightarrow \begin{pmatrix} 1 \\ -2 \end{pmatrix}$

How far left or right to move
Negative value (left)
Positive value (right)

Translation $\begin{pmatrix} -3 \\ 3 \end{pmatrix}$

How far up or down to move
Negative value (down)
Positive value (up)

Original shape

Every vertex has been translated by the same amount.

Enlargement

With a scale factor larger than 1 it makes the shape bigger

Enlarged by Scale Factor 3
Every side is 3 times the original length

Enlarge Shape A by a scale factor of -2 from a centre of enlargement (5,8)

Negative scale factor

With a scale factor between 0 and 1 it makes the shape smaller

Scale factor of $\frac{1}{5}$

Ratio & Scale

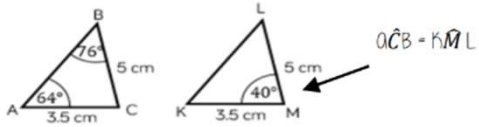
The car image is 10cm

Image : Real life
1cm : 300cm

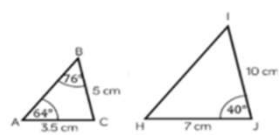
$\times 10$ \rightarrow $\times 100$
10cm : 300cm

Congruence & Similarity

Congruent shapes are identical – all corresponding sides and angles are the same size



Because all the angles are the same and $OC=KM$, $BC=LM$ triangles OBC and KLM are congruent



Because all angles are the same, but all sides are enlarged by 2 OBC and HU are similar

Congruence in Triangles

Triangles are congruent if they satisfy any of the following conditions

Side-side-side

All three sides on the triangle are the same size

Angle-side-angle

Two angles and the side connecting them are equal in two triangles

Side-angle-side

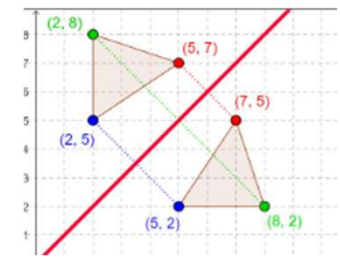
Two sides and the angle in-between them are equal in two triangles (it will also mean the third side is the same size on both shapes)

Right angle-hypotenuse-side

The triangles both have a right angle, the hypotenuse and one side are the same

Reflection

Reflected along $y = x$



Angle Facts

- Angles along a straight line add to 180°
 - Angles along a point add to 360°
 - Angles in a triangle add to 180°
 - Angles in quadrilaterals add to 360°
 - Vertically opposite angles add to 180°
- $a = c$ & $b = d$

