**Reteaching 3-7**

A *reflection* is a type of transformation in which a geometric figure is flipped across a *line of reflection.*

In a reflection, a *preimage* and an *image* have opposite orientations, but are the same shape and size.

Using function notation, the reflection across line *m* can be written as *Rm*.  
For example, if *P*′ is the image of *P* reflected over the line *x* = 1, then *Rx* = 1(*P*) = *P*′.

Use the given point to graph the reflection over the given line(s). Write the coordinates of the image of the point after you reflect the pre-image.

1. A(-3, 5) 2. B(1, 5)
2. Rx-axis(A) a) Rx-axis(B)
3. Ry-axis(A) b) Ry-axis(B)
4. Rx=1(A) c) Ry=1(B)

**3.** Δ*FGH* with vertices *F*(–1, 3), *G*(–5, 1), **4.** Δ*CDE* with vertices *C*(2, 4), *D*(5, 2),  
and *H*(–3, 5) reﬂected by *Rx*-axis and *E*(6, 3) reﬂected by *Rx*-axis

**5.** Δ*JKL* with vertices *J*(–1, –5), *K*(–2, –3), **6.** Quadrilateral *WXYZ* with vertices *W*(–3, 4),  
and *L*(–4, –6) reﬂected by *Ry*-axis *X*(–4, 6), *Y*(–2, 6), and *Z*(–1, 4)  
 reﬂected by *Ry*-axis