

Reflection

Here are some examples of activities, games or puzzles which can be used to support mathematics learning.

These examples are taken from the Reflection packs. The mathematical demand increases as you work through the packs. The complete packs can be downloaded at

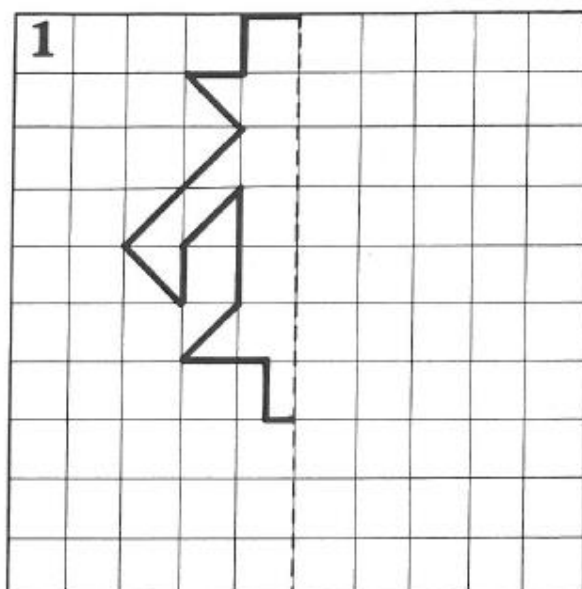
<https://www.stem.org.uk/rxzfe>

Answers to cards can be found at <https://www.stem.org.uk/rxxo5>

Mirror Symmetry

Smile 0251

You will need cm squared paper, coloured pencils and a mirror



Copy this onto squared paper. Put the mirror on the dotted line.

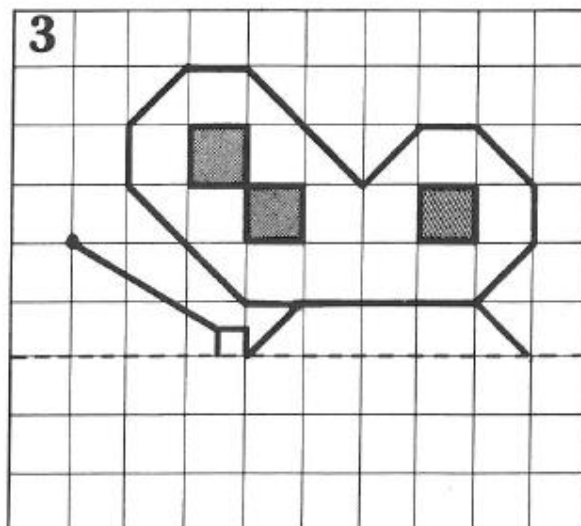
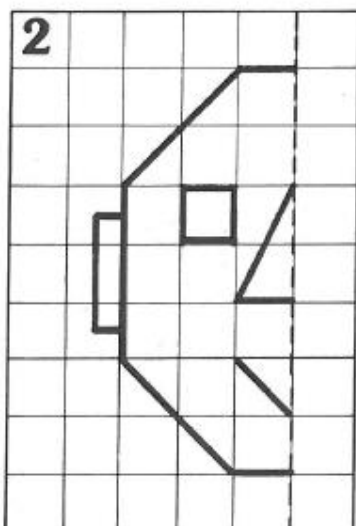
Remove the mirror and draw in the reflected shape.

Do the same with (2) and (3) below.

The dotted line is called the line of symmetry.

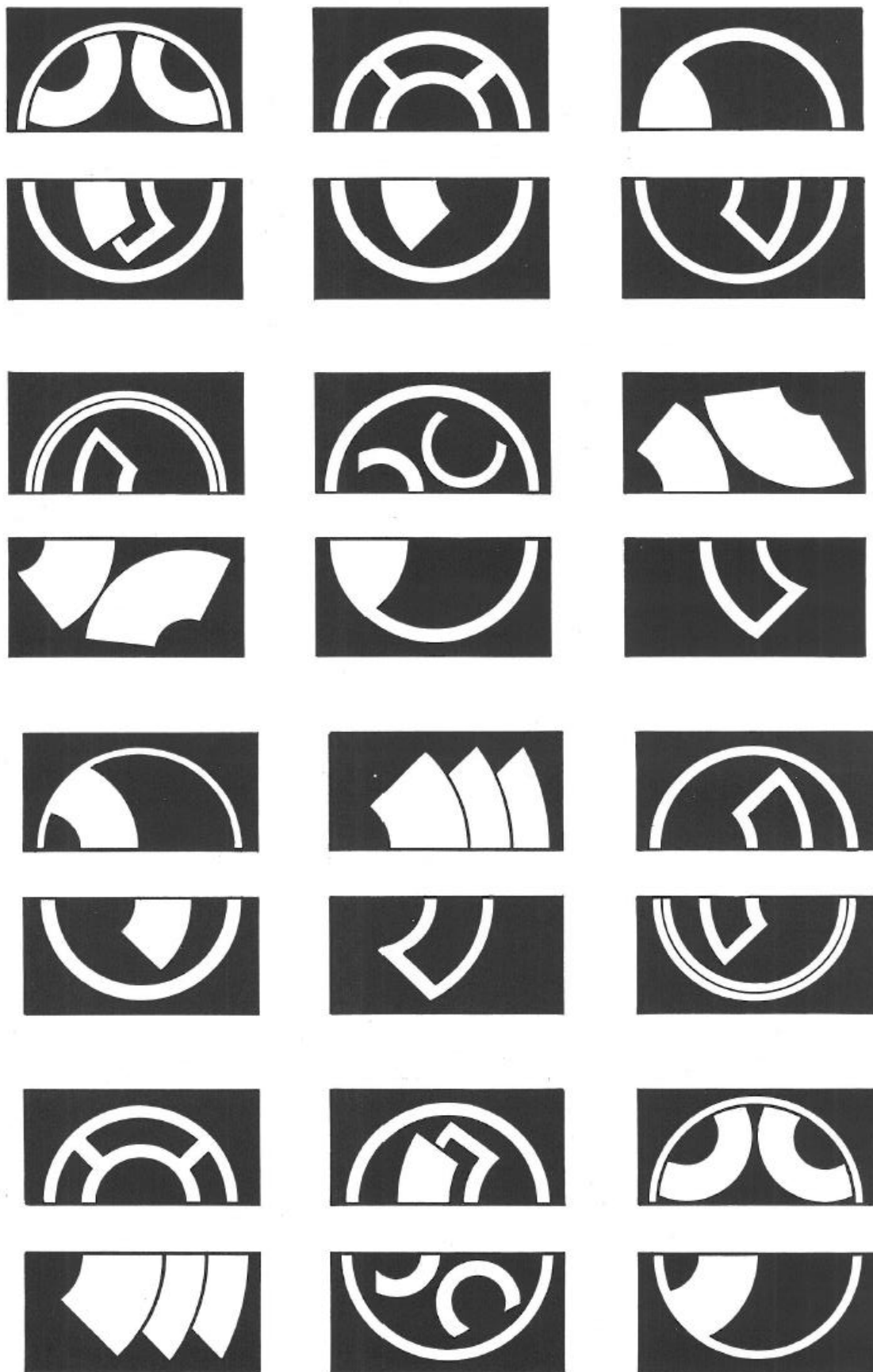
Label the line of symmetry on each drawing.

Draw some designs of your own and use the mirror to complete them.



Symmetry Match

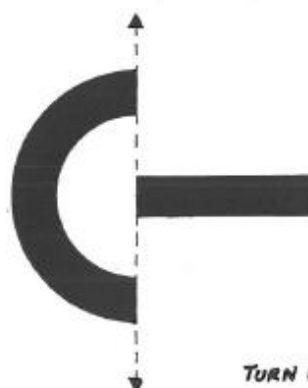
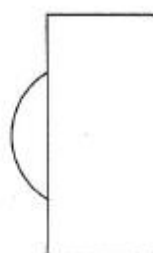
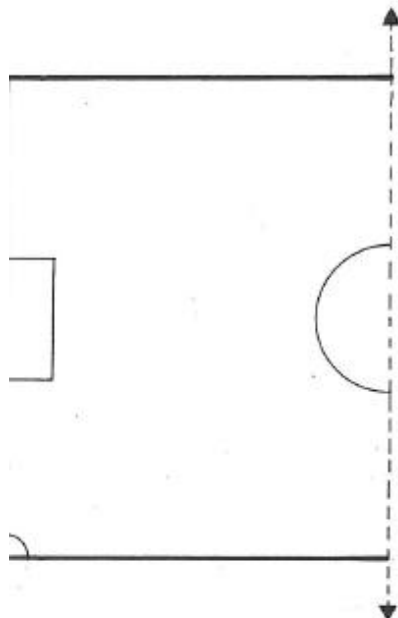
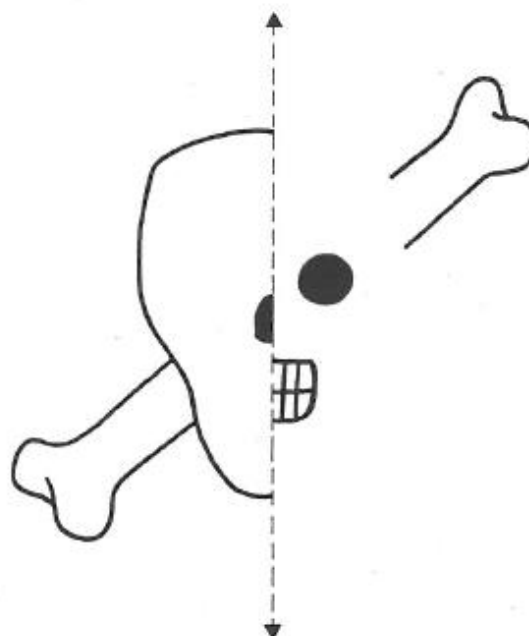
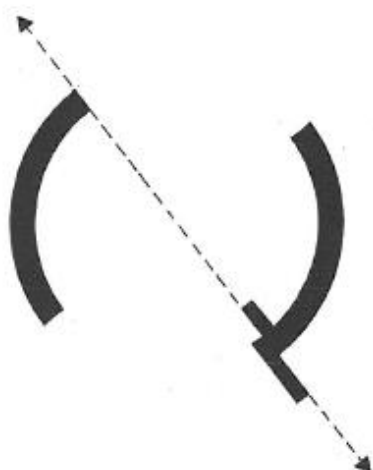
Cut out and match the pieces.



Symmetry

The dotted lines are lines of symmetry.

Use reflection to complete the pictures.



TURN OVER

