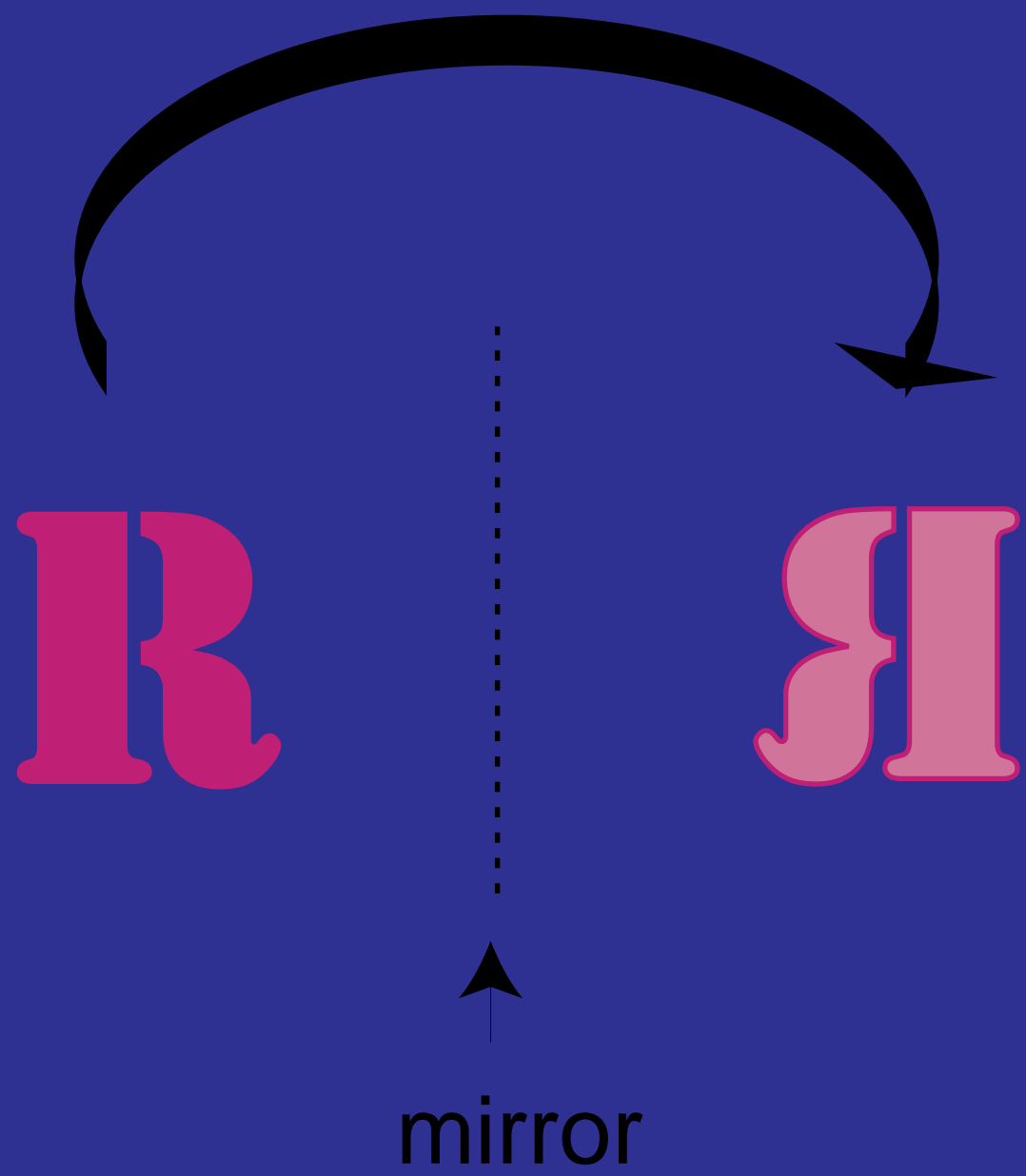


The Four Types of Plane Symmetry

A symmetry is a move that doesn't change the size or shape of an object.

Basic move:

Reflection:
mirror image, flip, or fold

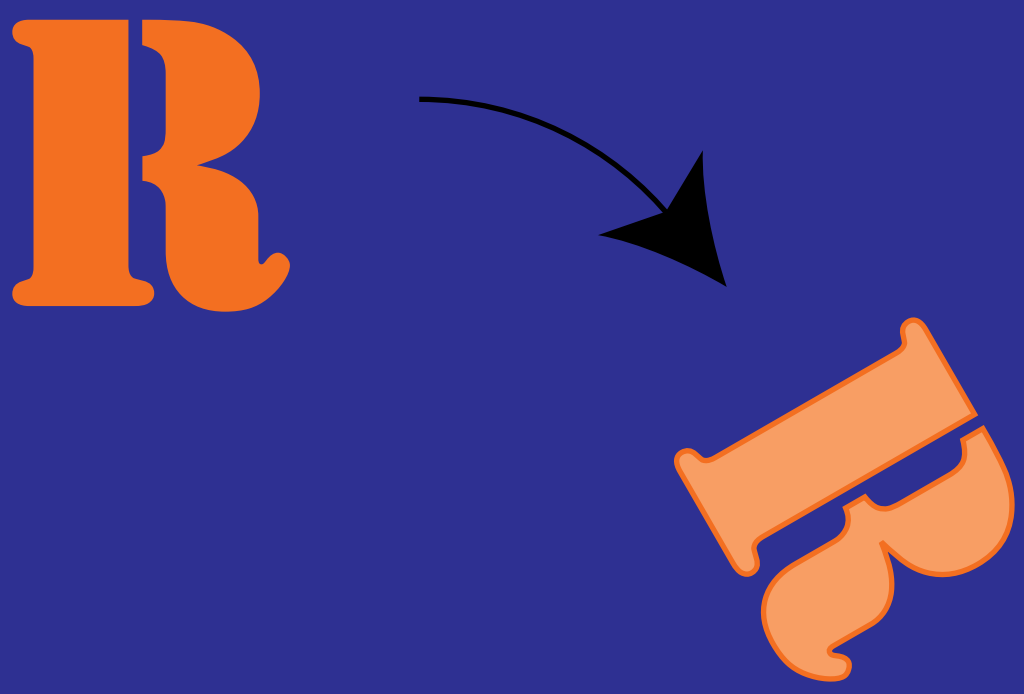


A pattern has symmetry if it looks the same after a basic move

Reflection symmetry:
looks the same after a flip



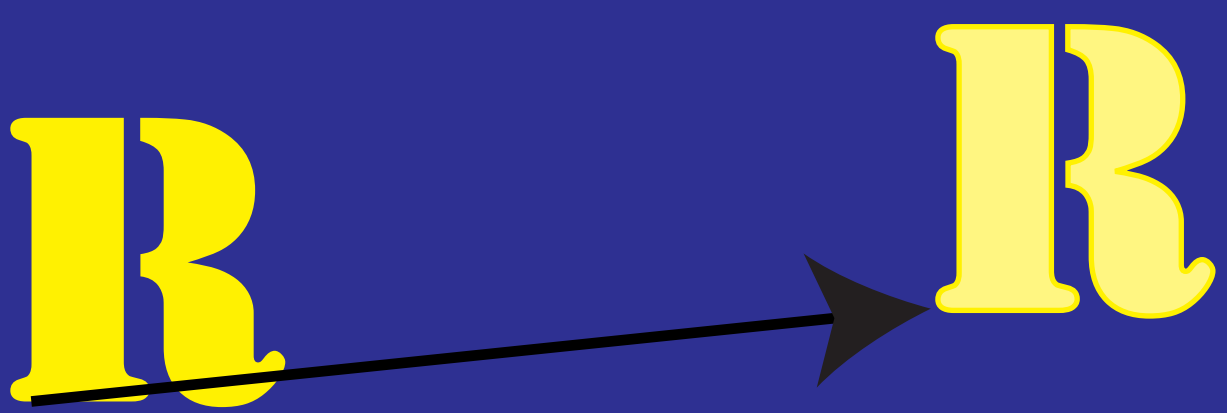
Rotation: turn



Rotation symmetry:
looks the same after a turn



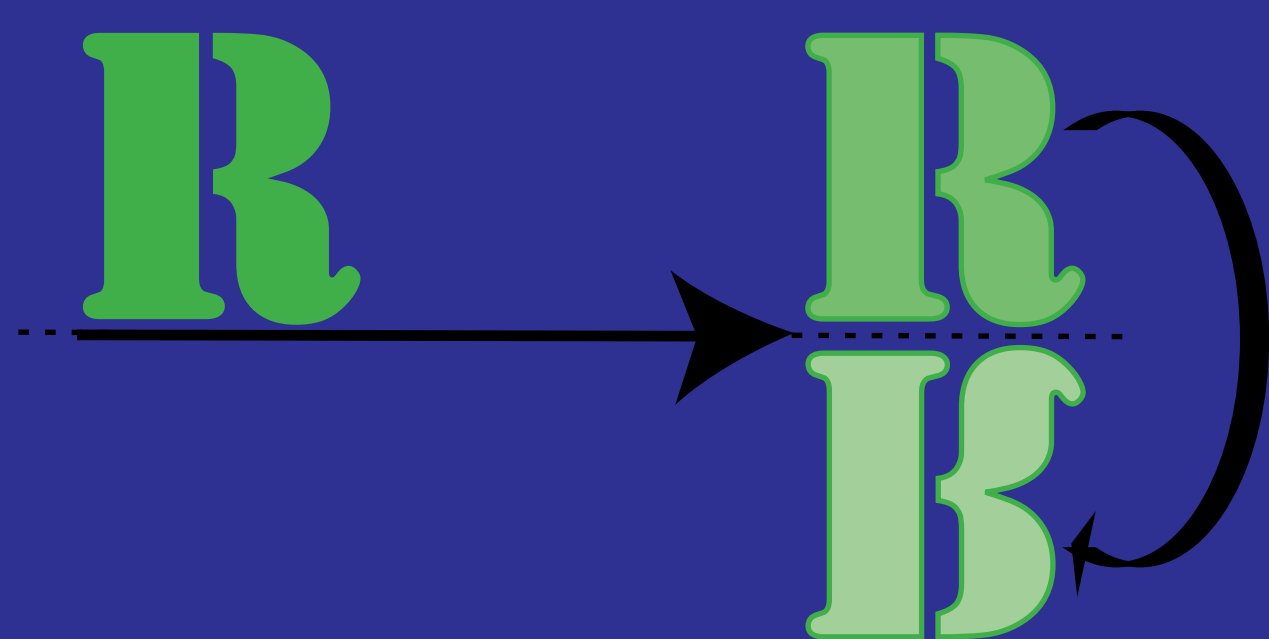
Translation: move, slide



Translation symmetry:
looks the same after a slide



Glide reflection: slide, then flip



Glide reflection symmetry:
looks the same after a slide and a flip



There are 7 different symmetric patterns in the border.
Can you identify their symmetries?