

# ESCAPE ROOM ACTIVITY



ALL THINGS ALGEBRA®

TRANSFORMATIONS  
ESCAPE

each question and lay it over its  
mate below. Then, record the **sum** of the  
diagonals indicated by the arrows in t



TRANSFORMATIONS  
ESCAPE

**Directions:** Determine the coordinates of the ordered pair after  
described sequence of transformations. Find the ordered pair  
answer bank to the right and cross off the letter below it.

1 Point  $M(-5, -3)$  is translated along the rule  
 $(x, y) \rightarrow (x - 3, y + 1)$ , then reflected in the

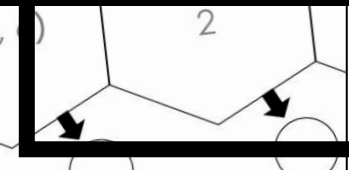


TRANSFORMATIONS  
ESCAPE

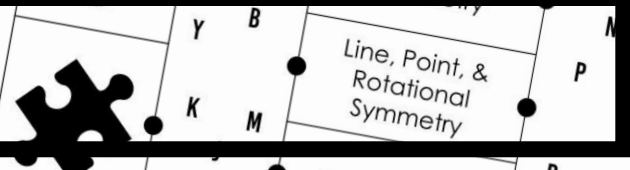
**Directions:** Using a ruler, connect each shape to the symmetry description  
that fits it best. Use the black circles to connect the shape to its sym-  
metry description. Types of symmetry can be used more than once.

# TRANSFORMATIONS

*Reflections, Translations,  
Rotations, & Dilations*



6 coordinates of  $C'$ ?  
Point  $Y(-3, 4)$  is translated along the rule  
 $(x, y) \rightarrow (x + 2, y + 5)$ , then rotated  $90^\circ$  C  
about the origin. What are the  
coordinates of  $Y'$ ?



*Thank you SO MUCH for purchasing this product!*

I hope you found this resource useful in your classroom! Please consider leaving feedback in [my TpT store](#) or email me at [allthingsalgebra@gmail.com](mailto:allthingsalgebra@gmail.com) with any questions or comments.

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*Gina*





# TRANSFORMATIONS ESCAPE TEACHER DIRECTIONS (V1)

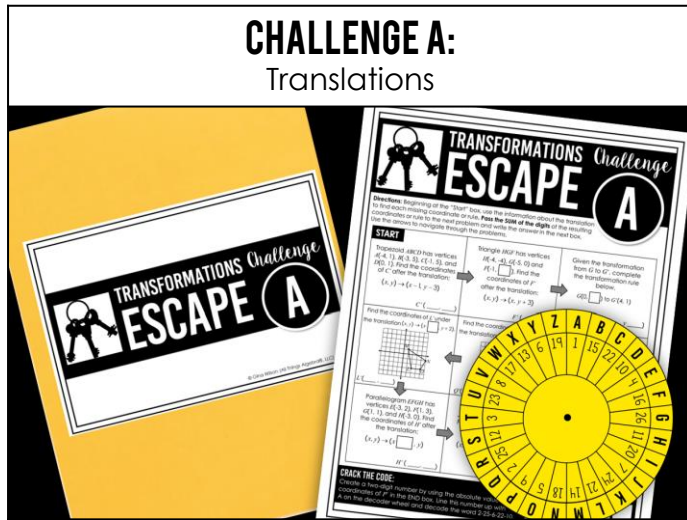
**WHAT IS THIS?** This Transformations Escape Room Activity is a fun and challenging way for students to review concepts taught throughout Transformations Unit. This activity includes 6 challenge puzzles, each revealing a 3-digit, 4-digit, 4-letter, or 5-letter code. If students successfully crack each code, they will have “escaped the room” and earn a prize. **This is Version 1 and contains rotations and dilations using only the origin as the center. For rotations and dilations not centered at the origin, please use Version 2.**

## PREPARING THE ACTIVITY:

Place the challenge contents into manila envelopes. There are envelope labels provided if you wish to use them. I recommend laminating the challenge cards if possible so students can write on them with dry erase markers.

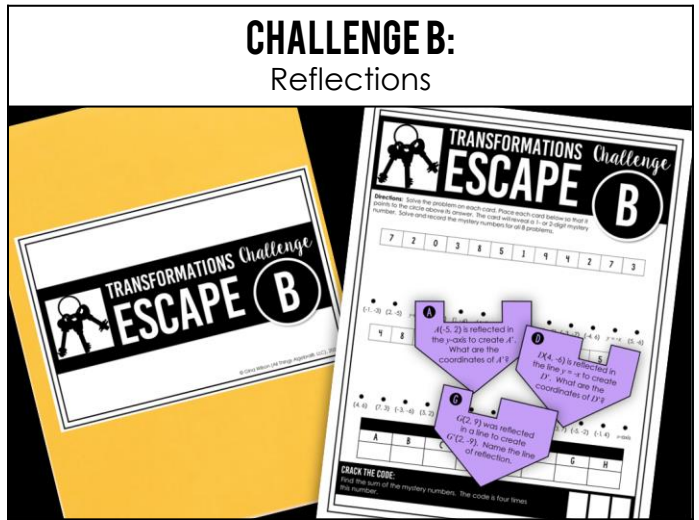
## TOPICS AND CONTENTS FOR EACH CHALLENGE ENVELOPE:

### CHALLENGE A: Translations



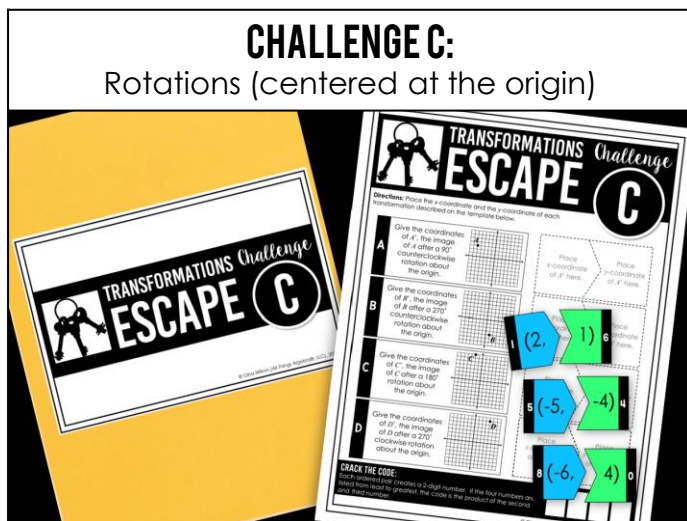
**Contents:** Challenge Card, Dry Erase Marker, Decoder Wheel, Felt or Paper Towel to Erase

### CHALLENGE B: Reflections



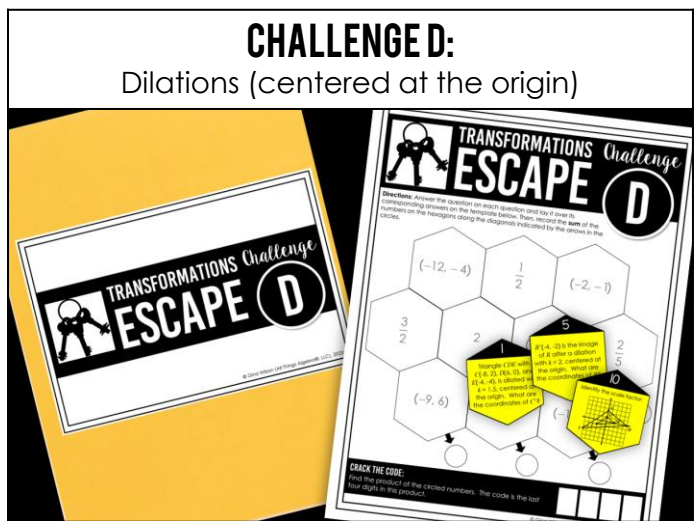
**Contents:** Challenge Card, Puzzle Pieces, Dry Erase Marker, Felt or Paper Towel to Erase

### CHALLENGE C: Rotations (centered at the origin)



**Contents:** Challenge Card, Puzzle Pieces, Dry Erase Marker, Felt or Paper Towel to Erase

### CHALLENGE D: Dilations (centered at the origin)



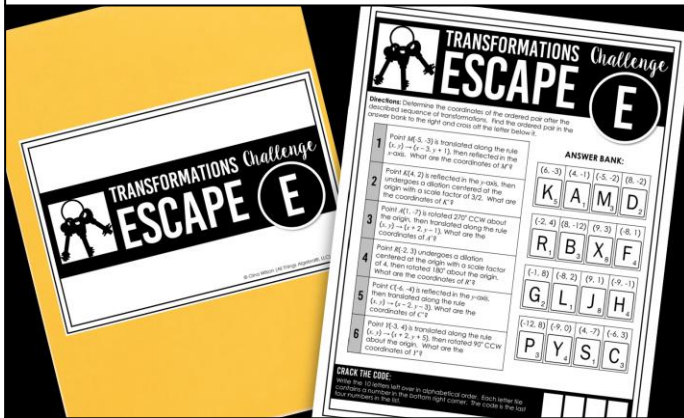
**Contents:** Challenge Card, Puzzle Pieces, Dry Erase Marker, Felt or Paper Towel to Erase



# TRANSFORMATIONS ESCAPE TEACHER DIRECTIONS (V1)

## CHALLENGE E:

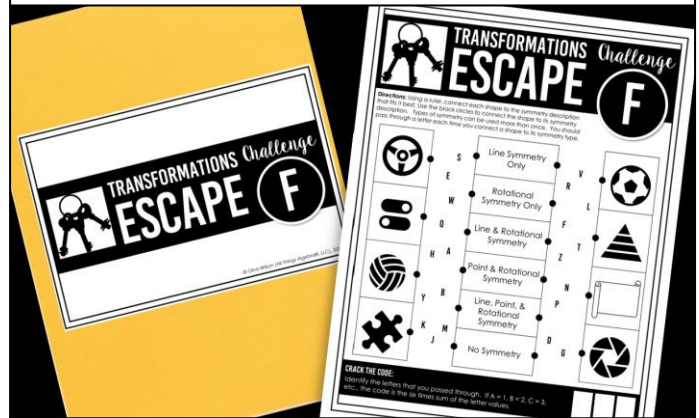
Sequences of Transformations



**Contents:** Challenge Card, Dry Erase Marker, Felt or Paper Towel to Erase

## CHALLENGE F:

Symmetry (Line, Rotational, Point)



**Contents:** Challenge Card, Dry Erase Marker, Ruler, Felt or Paper Towel to Erase

### Additional Notes & Recommendations:

- Make a few envelopes for each challenge just in case more than one group is working on the same challenge at the same time.
- For challenge A, you will need metal fastener brads for the decoder wheel.
- As students bring challenge envelopes back to you, ensure all contents are there and everything has been erased from the challenge card.
- To cut down on some prep, you can have the students cut out the puzzle pieces and decoder wheel if you wish. \*If you have a decoder wheel from one of my previous Escape Room activities, you can reuse them! They are the same decoder wheels ☺



# TRANSFORMATIONS ESCAPE TEACHER DIRECTIONS (V2)

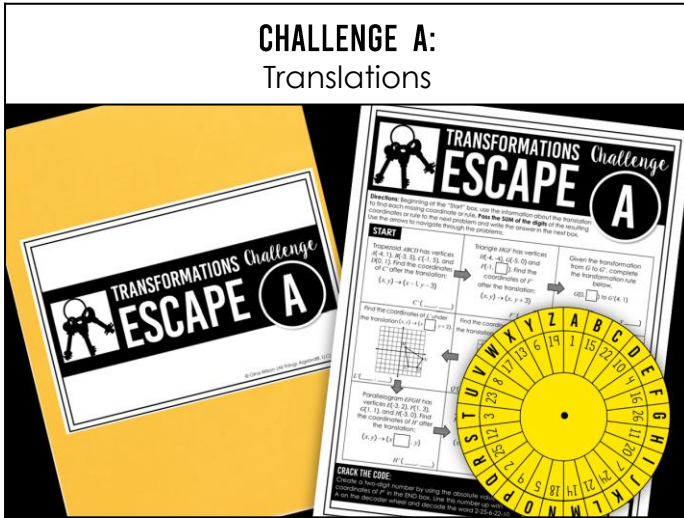
**WHAT IS THIS?** This Transformations Escape Room Activity is a fun and challenging way for students to review concepts taught throughout Transformations Unit. This activity includes 6 challenge puzzles, each revealing a 3-digit, 4-digit, 4-letter, or 5-letter code. If students successfully crack each code, they will have “escaped the room” and earn a prize. **This is Version 2 and contains rotations and dilations not centered at the origin.** For centers of rotations and dilations using the origin only, use Version 1.

## PREPARING THE ACTIVITY:

Place the challenge contents into manila envelopes. There are envelope labels provided if you wish to use them. I recommend laminating the challenge cards if possible so students can write on them with dry erase markers.

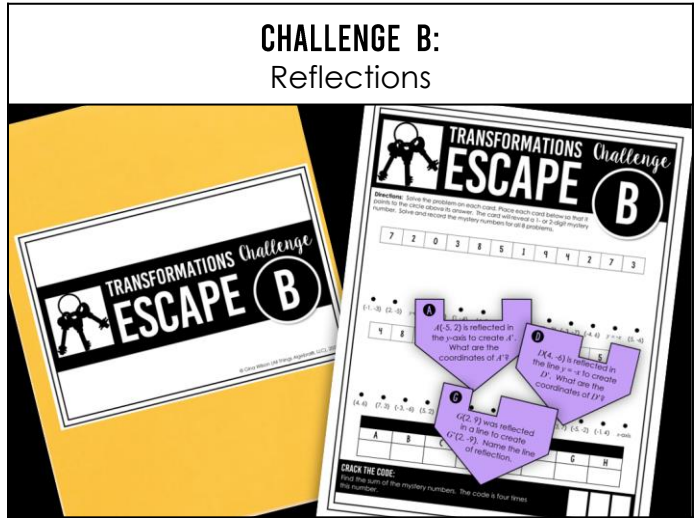
## TOPICS AND CONTENTS FOR EACH CHALLENGE ENVELOPE:

### CHALLENGE A: Translations



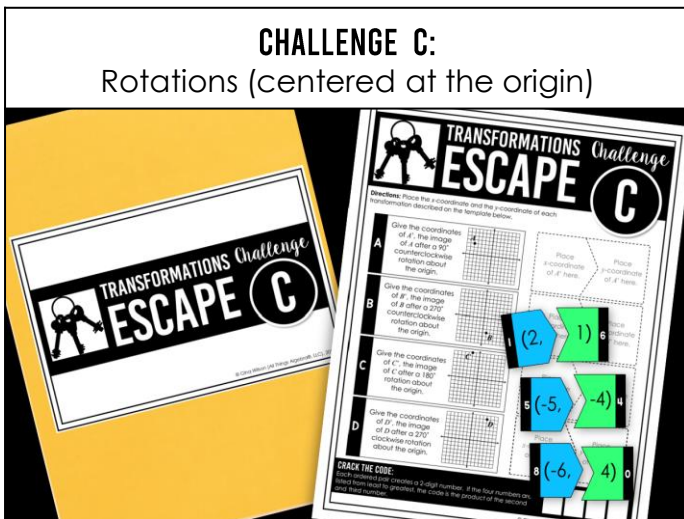
**Contents:** Challenge Card, Dry Erase Marker, Decoder Wheel, Felt or Paper Towel to Erase

### CHALLENGE B: Reflections



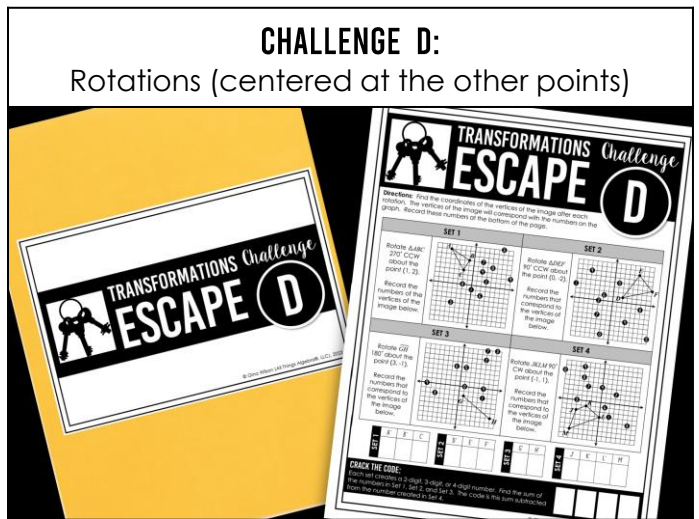
**Contents:** Challenge Card, Puzzle Pieces, Dry Erase Marker, Felt or Paper Towel to Erase

### CHALLENGE C: Rotations (centered at the origin)



**Contents:** Challenge Card, Puzzle Pieces, Dry Erase Marker, Felt or Paper Towel to Erase

### CHALLENGE D: Rotations (centered at the other points)



**Contents:** Challenge Card, Dry Erase Marker, Ruler, Felt or Paper Towel to Erase

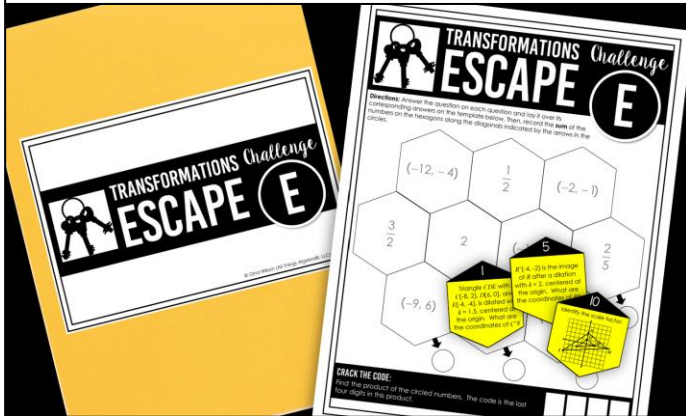


# TRANSFORMATIONS ESCAPE

## TEACHER DIRECTIONS (V2)

### CHALLENGE E:

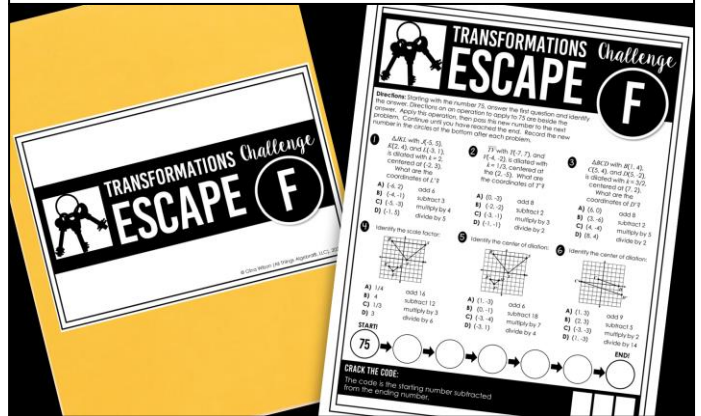
Dilations (centered at the origin)



**Contents:** Challenge Card, Puzzle Pieces, Dry Erase Marker, Felt or Paper Towel to Erase

### CHALLENGE F:

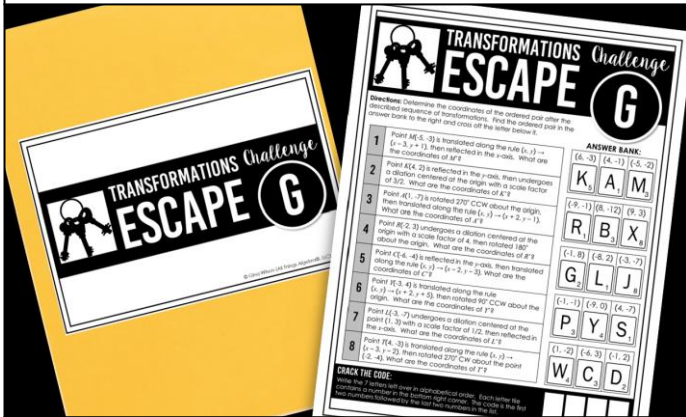
Dilations (centered at the other points)



**Contents:** Challenge Card, Dry Erase Marker, Felt or Paper Towel to Erase

### CHALLENGE G:

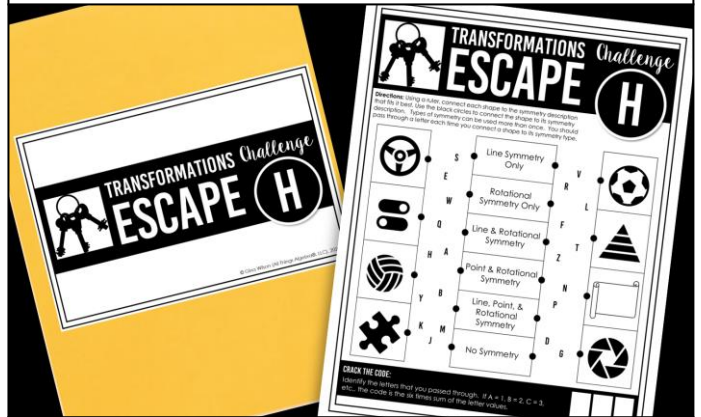
Sequences of Transformations



**Contents:** Challenge Card, Dry Erase Marker, Felt or Paper Towel to Erase

### CHALLENGE H:

Symmetry (Line, Rotational, Point)



**Contents:** Challenge Card, Dry Erase Marker, Ruler, Felt or Paper Towel to Erase

### Additional Notes & Recommendations:

- Make a few envelopes for each challenge just in case more than one group is working on the same challenge at the same time.
- For challenge A, you will need metal fastener brads for the decoder wheel.
- As students bring challenge envelopes back to you, ensure all contents are there and everything has been erased from the challenge card.
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