

Rigid Motions

Using Transformations to move
the shape onto itself

You can **rotate** the shape. To find how many degrees to rotate the object follow these steps:

First Count the number of sides on the object

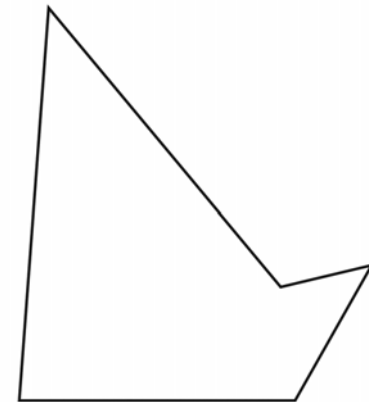
5 sides



Next: Divide the number of sides by 360

$\frac{360}{5} = 72^\circ$ rotation

5



Meets Common Core Standard: HSG-CO.B.6