

# Mathematics 4

## Microlearning Module

### QUARTER 3 – Module 14

*Drawing the Image of an Object after  
Applying Reflection with Respect to a line,  
including Glide Reflection*



## **Math 4**

### **Microlearning Module (MLM)**

**Quarter 1 – Module 14: Drawing the image of an image after applying reflection with respect to a line, including glide reflection.**

**First Edition, 2024**

Republic Act 8293, Section 176 states that “No copyright shall subsist in any work of the Government of the Philippines.” However, obtaining prior approval from the government agency or office where the work originated is required for the commercial use of such work. This agency or office may, among other things, impose as a condition the payment of royalties.

Materials borrowed for this module (e.g., songs, stories, poems, images, brand names, trademarks, etc.) are the property of their respective copyright owners. The publisher and authors do not assert ownership or representation over them.

**Published by the Department of Education- RO XII, Division of Sultan Kudarat**

#### **Development Team**

Writer : Hamad M. Ali

Editor : Roger B. Famulag

Evaluator : Renante S. Gura

Cover Art Designer: Jann Mark P. Oriel

Management Team: Crispin A. Soliven Jr., CESE – Schools Division Superintendent

Meilrose B. Peralta EdD – Asst. Schools Division Superintendent

Ismael M. Ambalgan – Chief, CID

Sheryl L. Osano – EPS, LRMS

Rodolfo B. Bermudo Jr. EdD – EPS, Mathematics

**Printed in the Philippines by**

**Department of Education – Region XII, Division of Sultan Kudarat**

Office Address: Kenram, Isulan, Sultan Kudarat

Telefax: 064-471-1007

E-mail Address: depedsk.r12@deped.gov.ph

## MICROLEARNING MODULE

Name: \_\_\_\_\_ Grade & Sec: \_\_\_\_\_ Score: \_\_\_\_\_

Subject: Mathematics 4 Quarter: 3 MLM No. 14

Teacher: \_\_\_\_\_

Competency: Draw the image of an object after applying reflection to a line, including glide reflection.

---

### A. Look Back!

Direction: *Draw the other half of each picture.*

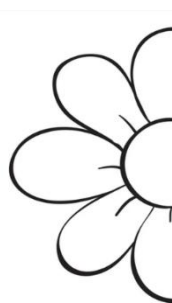
1.



2.



3.



4.



### B. What's New?

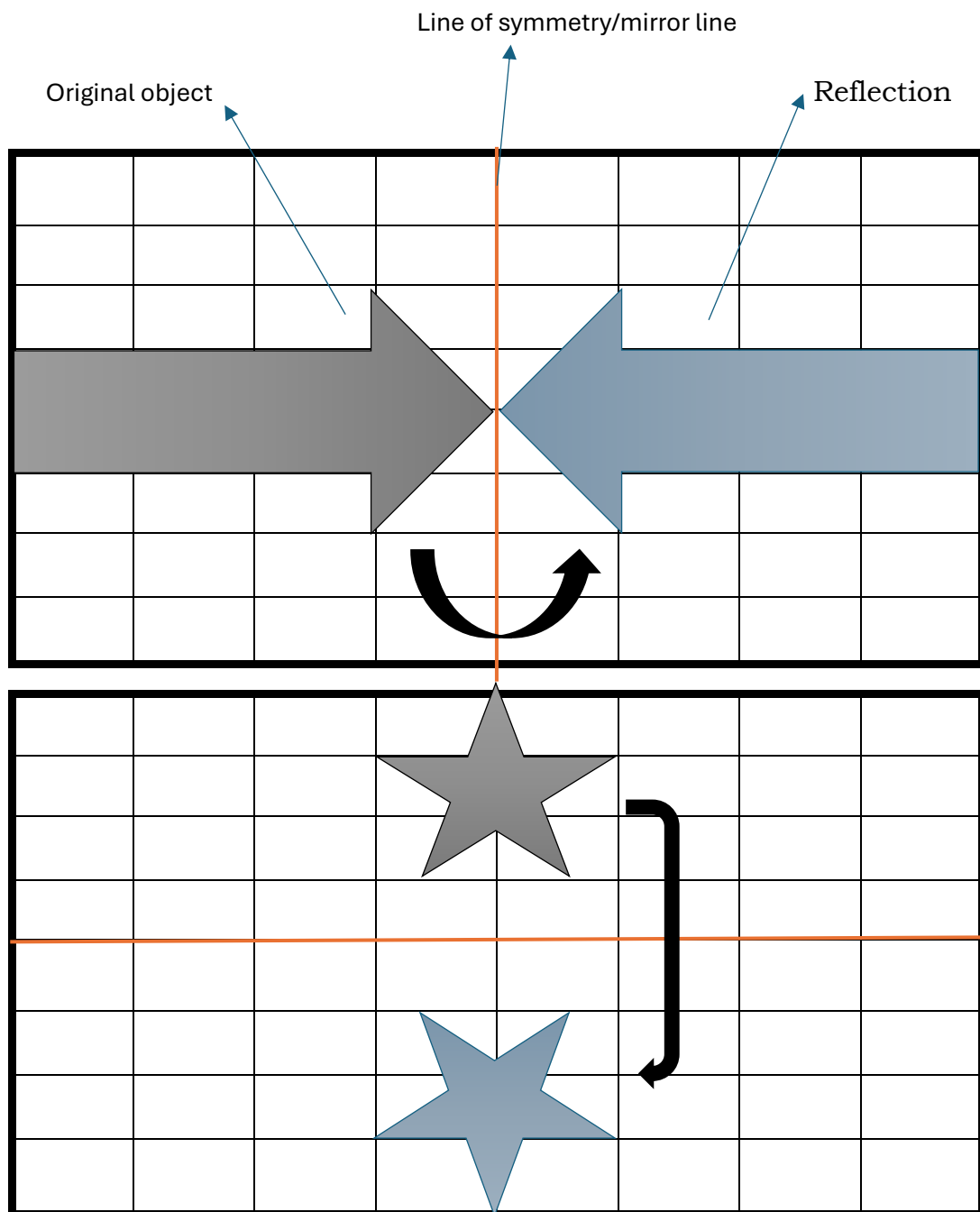
Look at the picture below.



1. What do you see when you look at the image?
2. Can you find a line in the middle where the image looks the same on both sides?
3. What does the house look like in the reflection on the river?

### C. What Is It?

A **reflection** is a transformation that acts like a mirror. It swaps all pairs of points that are on exactly opposite sides of the line of reflection.

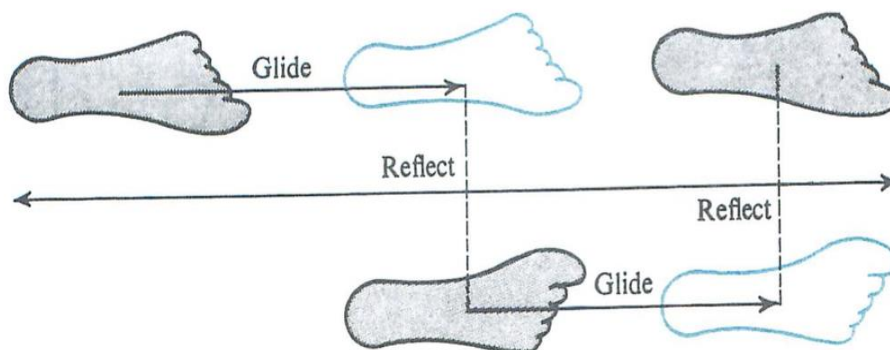


**Glide reflections** have symmetry that is used in the real world. Examples of these include the leaves on a branch and footprints in the sand. In these glide reflections, if two glide reflections occur then the pre-image is in the same position. With the leaves on a branch, the leaf is reflected over the branch, and the line of symmetry slides down the branch, then that leaf reflects over the branch and slides down the branch further. The final leaf which returns to the original orientation of the the initial leaf is called the pre-image.

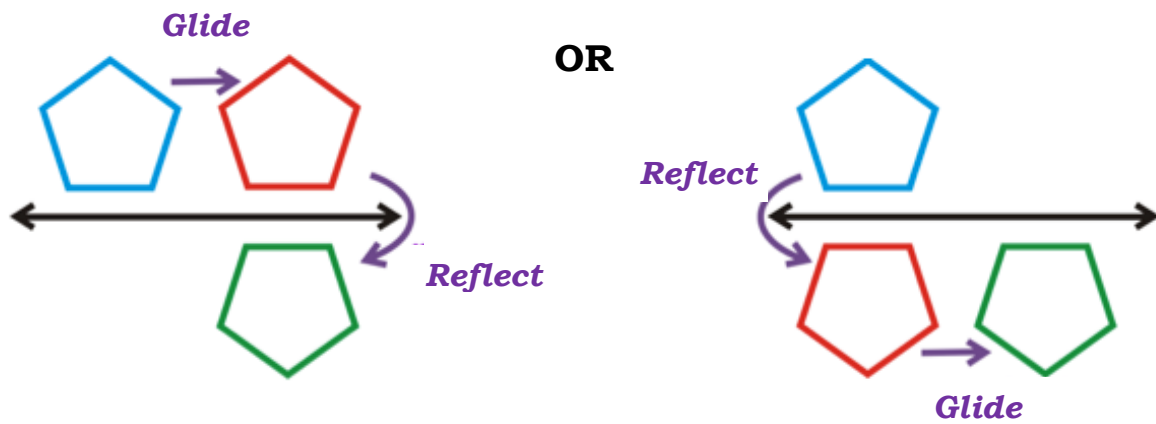


#### Example of Glide reflection

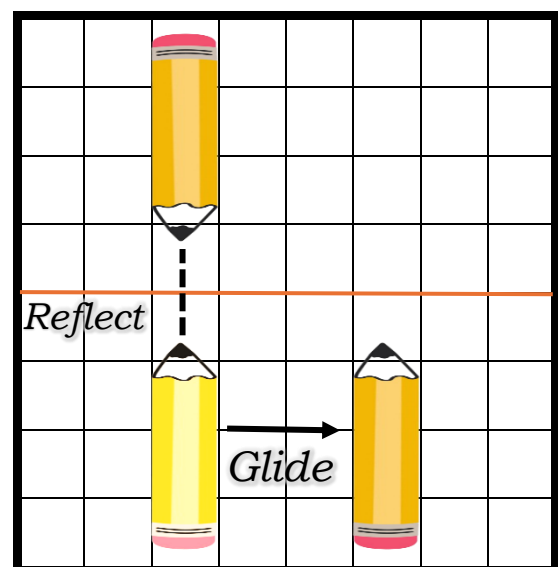
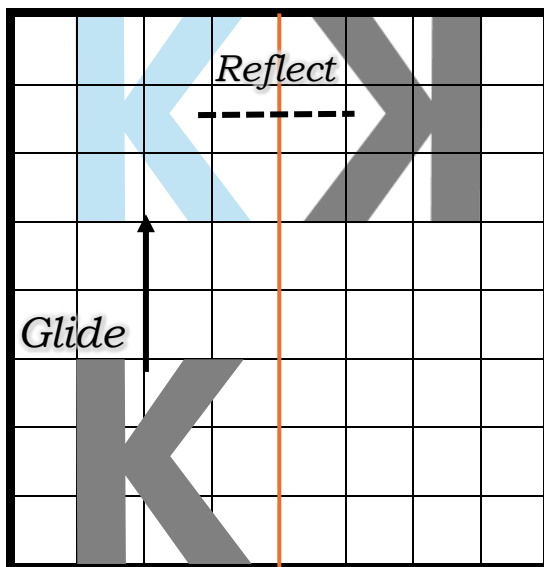
In everyday life, a classic example of glide reflection is the track of footprints left in the sand by a person walking on it. In the diagram below, the translation (glide) performed on the foot reflects across the parallel line of translation, then glides again followed by the reflection. These footsteps are the typical example of a glide reflection.



Furthermore, a glide reflection is commutative; whether we glide first then reflect, or we reflect first and then glide, the outcome remains the same.



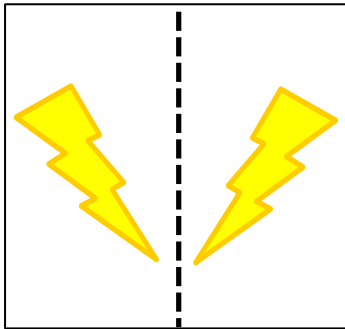
Here are some examples of drawing the image of an object after applying reflection with respect to a line including glide reflection.



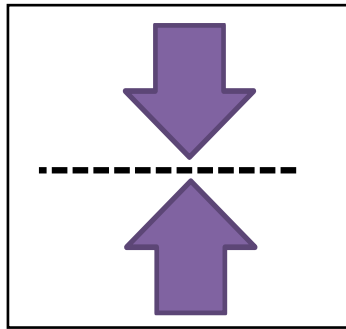
## D. Let's try!

### Activity 1

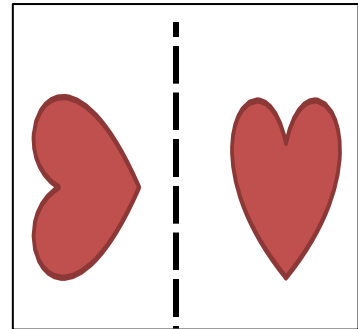
Directions: Put ( ✓ ) if the image has a correct reflection and ( ✕ ) if not.



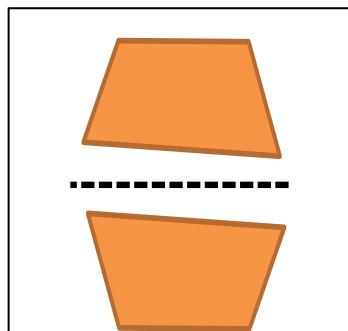
1. \_\_\_\_\_



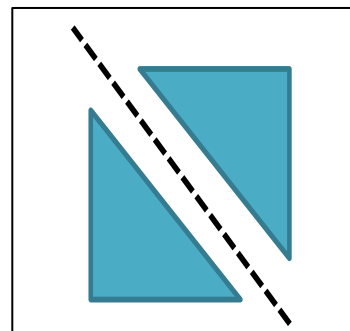
2. \_\_\_\_\_



3. \_\_\_\_\_



4. \_\_\_\_\_

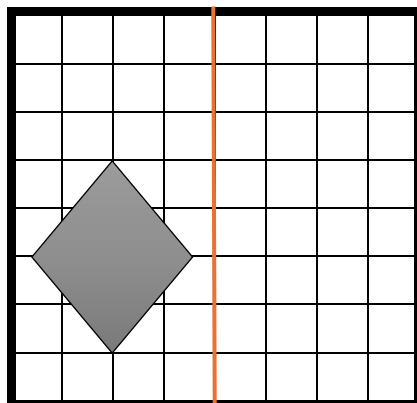


5. \_\_\_\_\_

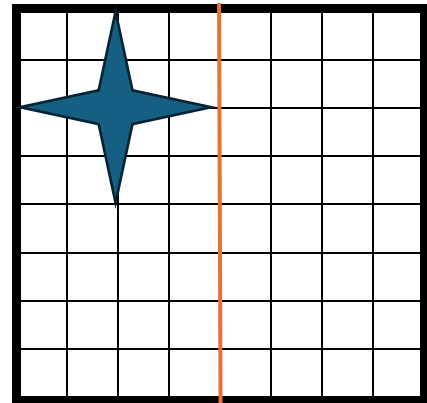
### Activity 2

Directions: Draw the reflection of each shape below.

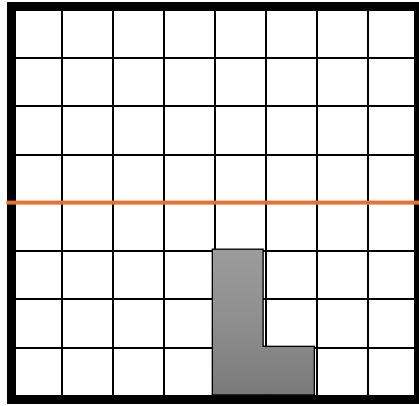
\_\_\_\_ 1.



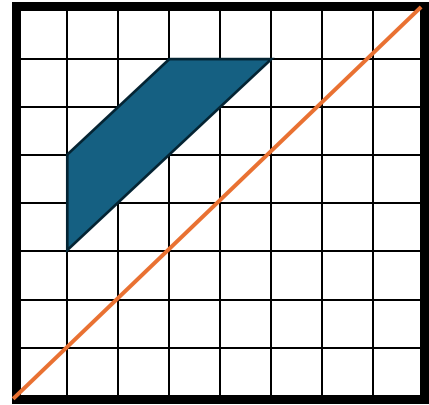
\_\_\_\_ 3.



\_\_\_ 2.



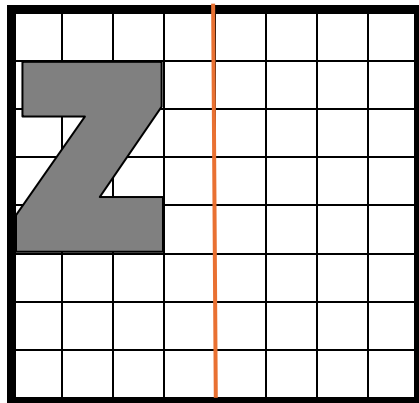
\_\_\_ 4.



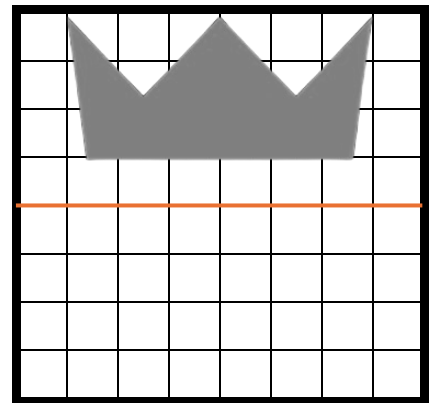
**E. Let's Evaluate**  
**Activity 1**

Directions: Draw the image of each object after applying reflection.

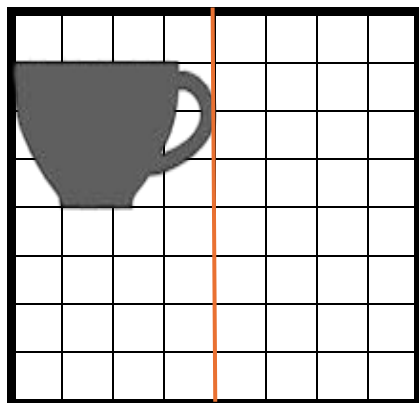
\_\_\_ 1.



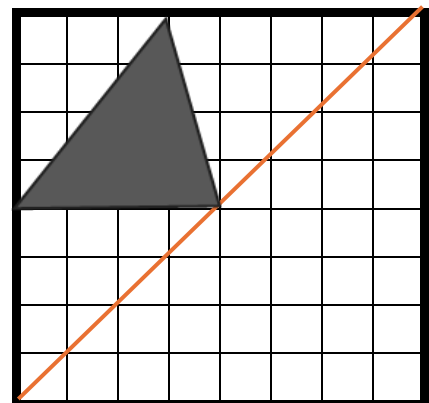
\_\_\_ 3.



\_\_\_ 2.



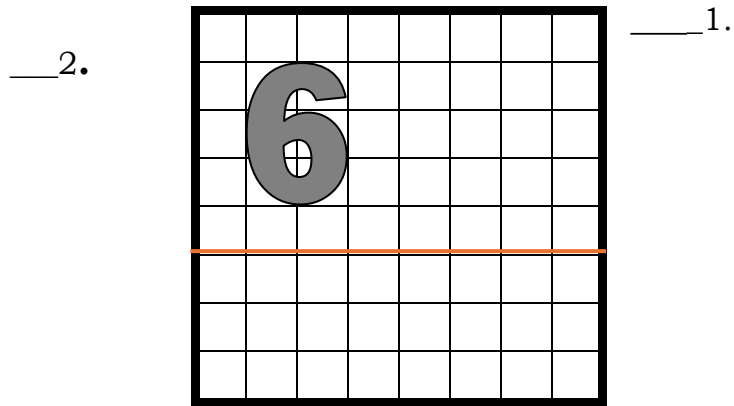
\_\_\_ 4.



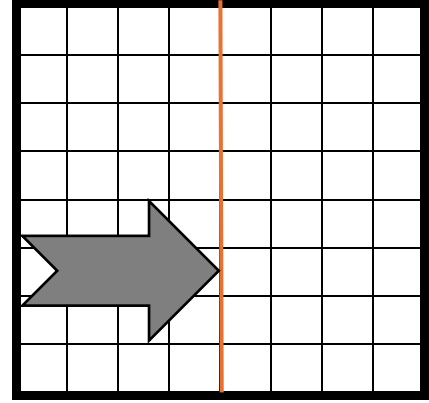


## Activity 2

Direction: Draw the image of an object after applying reflection with respect to a line including a glide reflection.

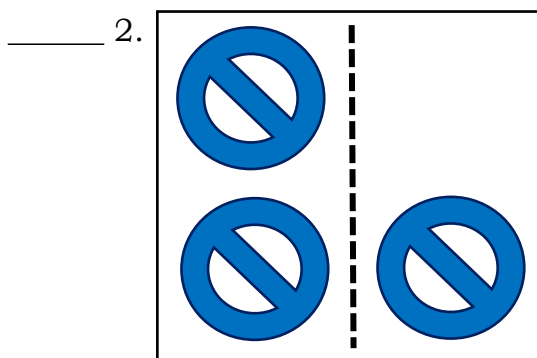
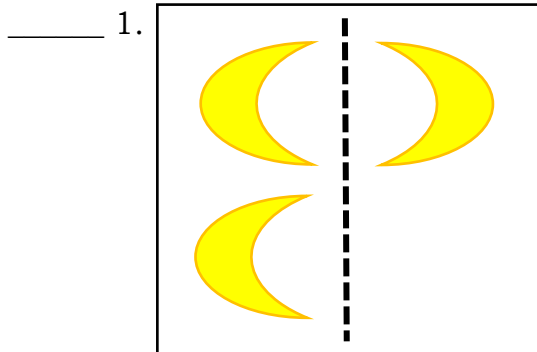


\_\_\_ 1.

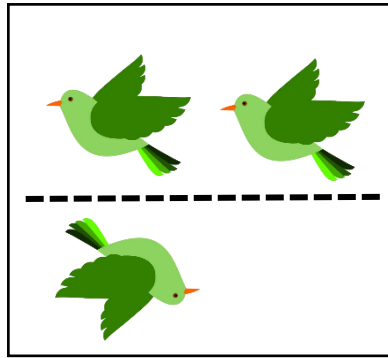


## CHALLENGE!

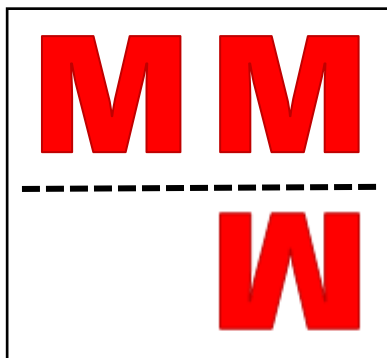
Directions: Write **Yes** if each image is reflected with a glide reflection and write **No** if not.



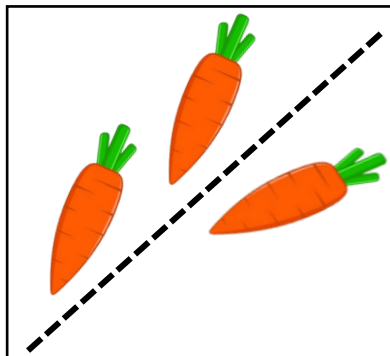
\_\_\_\_\_ 3.



\_\_\_\_\_ 4.



\_\_\_\_\_ 5.



## **F. References**

"Glide Reflection in Geometry: Definition & Example." *Study.com*. Accessed October 15, 2024. <https://study.com/academy/lesson/glide-reflection-in-geometry-definition-example.html>.

### **DISCLAIMER**

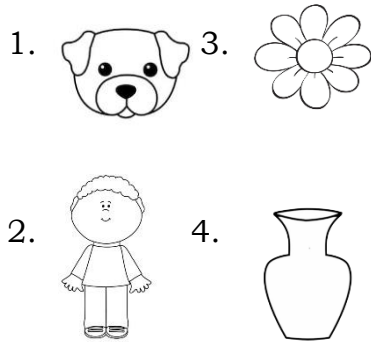
This Microlearning Module has been developed by DepEd - Division of Sultan Kudarat for educational purposes only. It is designed to supplement classroom instruction and should not be used as the sole source of information. Teachers are encouraged to exercise their professional discretion and tailor the content to suit their students' individual needs.

This resource is the exclusive property of DepEd-Division of Sultan Kudarat and is accessible to enrolled learners solely for academic purposes, at no cost. Any reproduction or conversion of this material in any form is strictly prohibited.

**REGION XII - DIVISION OF SULTAN KUDARAT**

## Math Grade4 Q3 LC14 Answer Key

### Look Back

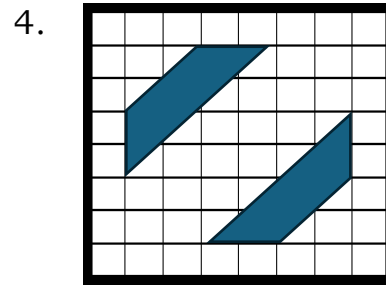
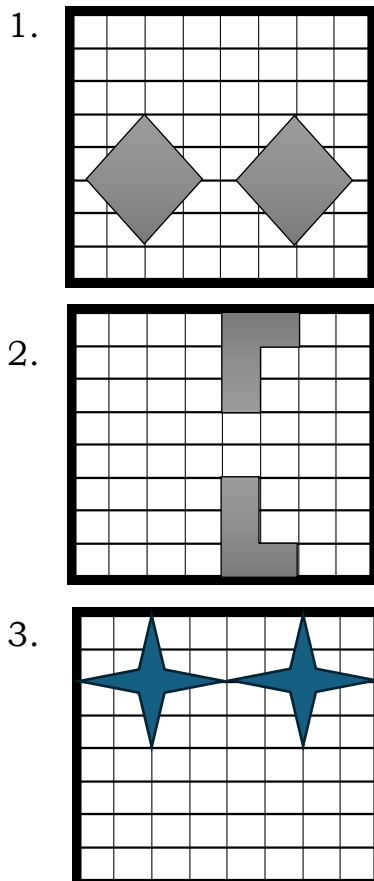


### Let's Try

#### Activity 1

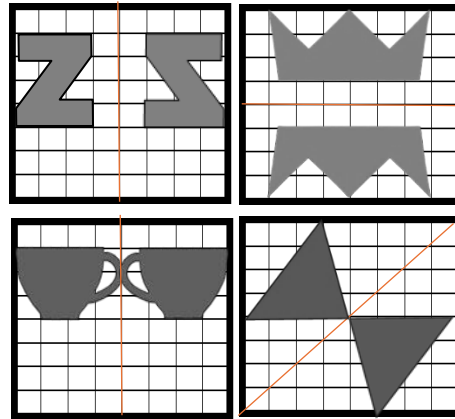
1. ✓
2. ✓
3. ✗
4. ✗
5. ✓

#### Activity 2

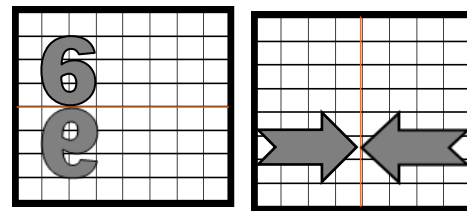


### Let's Evaluate

#### Activity 1



#### Activity 2



#### Challenge Activity

1. **Yes**
2. **Yes**
3. **No**
4. **No**
5. **Yes**