

## Congruence and Rigid Motions

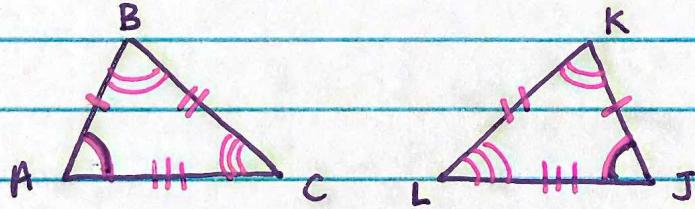
Essential Question: Is there a "best" sequence of transformations for showing that two figures are congruent to each other?

### Vocab:

Congruent polygons - polygons with corresponding angles congruent and corresponding sides congruent.

Symbol for congruent:  $\cong$

$$\triangle ABC \cong \triangle JKL \leftarrow \text{Congruence Statement}$$



### Summary:

The most "efficient" sequence of transformations for showing two figures are  $\cong$  is to translate anchor point, rotate around that anchor point to match the sides, then reflect across that side to match the polygon.