For each point (A, B, C, D, E) draw the image of the point translated by the vector.

Draw a border pattern using the shaded figure as motif. You should only use translations by the vector.
Draw a border pattern using the shaded figure as motif. You should only use translations by the vector. (The only difference between this example and the previous is the length of the vector.)

Draw a border pattern using the shaded figure as motif. This time you should use a glide reflection.

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