

**1.4**

# **ANGLE PAIRS**

**With your protractors, make the following angles:**

1)  $40^\circ$

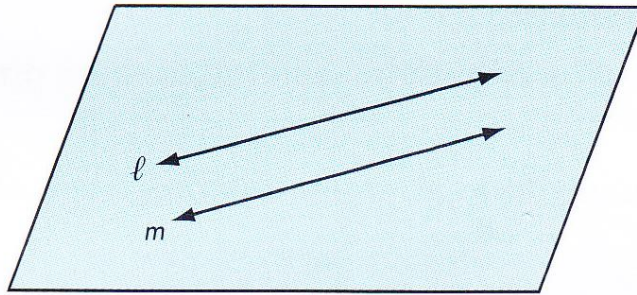
2)  $130^\circ$

3)  $95^\circ$

4)  $25^\circ$

1. Define *parallel lines*.

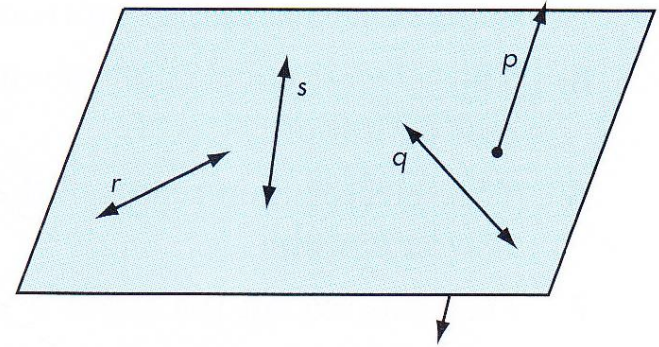
Parallel lines



$$\ell \parallel m$$

Note: Lines are sometimes labeled and named with lowercase letters. The symbol  $\parallel$  means “is parallel to.”

Not parallel lines



Line  $r$  is not parallel to line  $s$ .

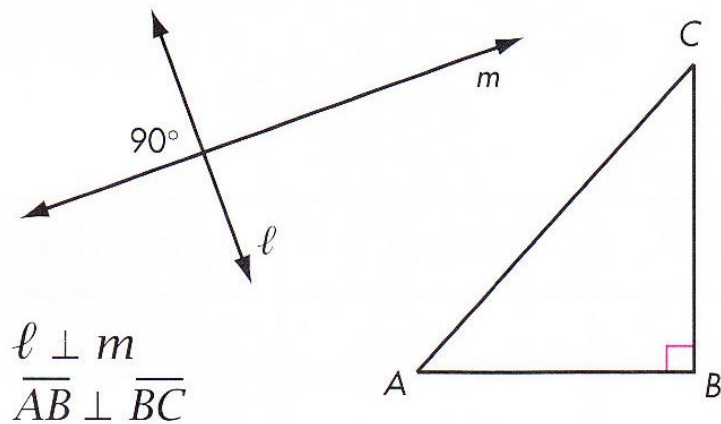
Line  $p$  is not parallel to line  $q$ .

Note: Lines  $p$  and  $q$  are not in the same plane. Such lines are called **skew** lines.

# **SKEW LINES**

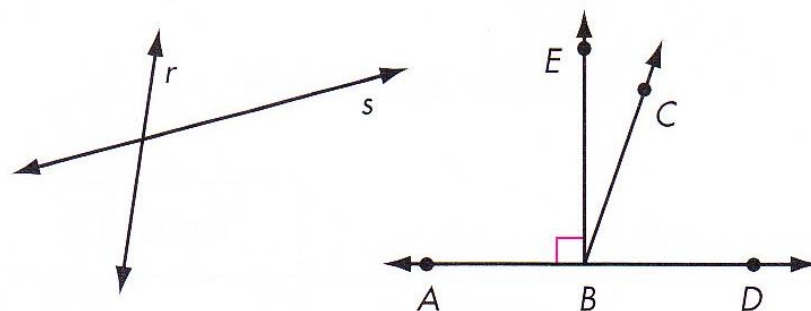
2. Define *perpendicular lines*.

Perpendicular lines



Note: The symbol  $\perp$  means “is perpendicular to.”

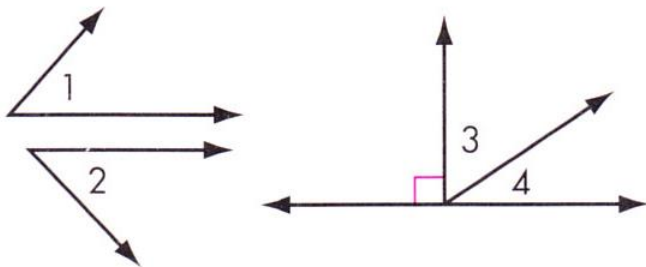
Not perpendicular lines



Line  $r$  is not perpendicular to line  $s$ .  
Ray  $BC$  is not perpendicular to line  $AD$ .

3. Define *pair of complementary angles*.

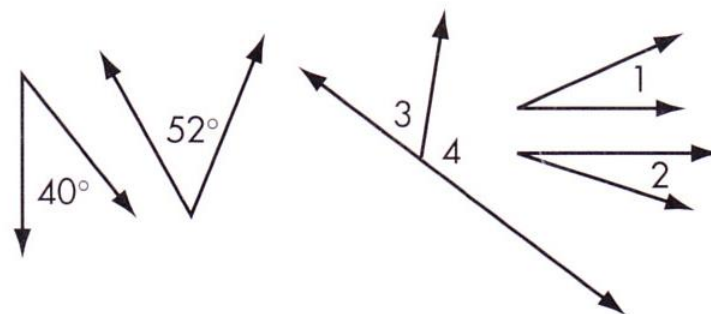
Pairs of complementary angles



$$m\angle 1 + m\angle 2 = 90^\circ$$

$$m\angle 3 + m\angle 4 = 90^\circ$$

Not pairs of complementary angles

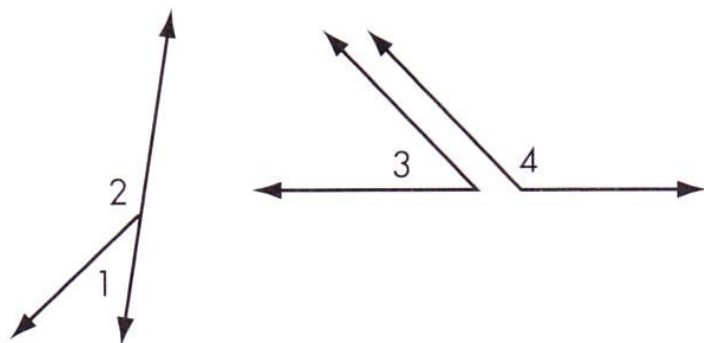


$$m\angle 1 + m\angle 2 < 90^\circ$$

Note: Sometimes it's convenient to name angles in a diagram with a number.

4. Define *pair of supplementary angles*.

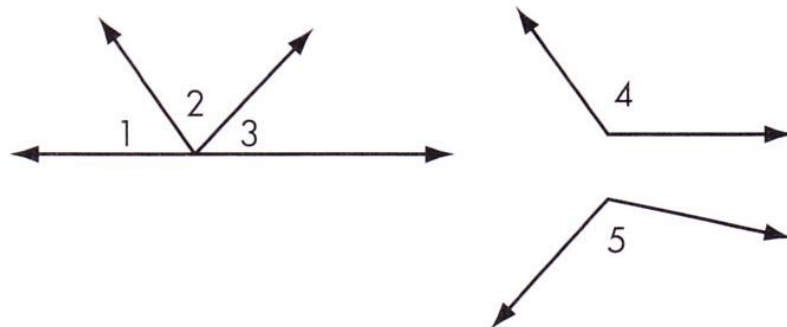
Pairs of supplementary angles



$$m\angle 1 + m\angle 2 = 180^\circ$$

$$m\angle 3 + m\angle 4 = 180^\circ$$

Not pairs of supplementary angles

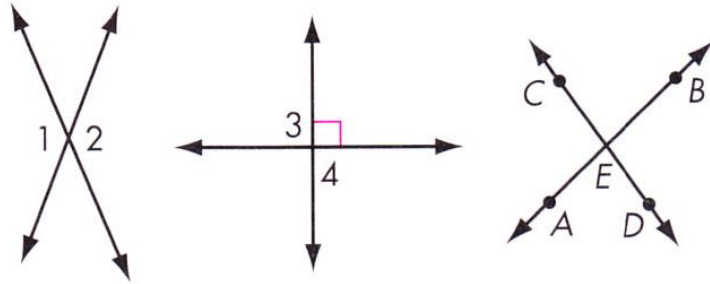


$$m\angle 1 + m\angle 2 < 180^\circ$$

$$m\angle 4 + m\angle 5 > 180^\circ$$

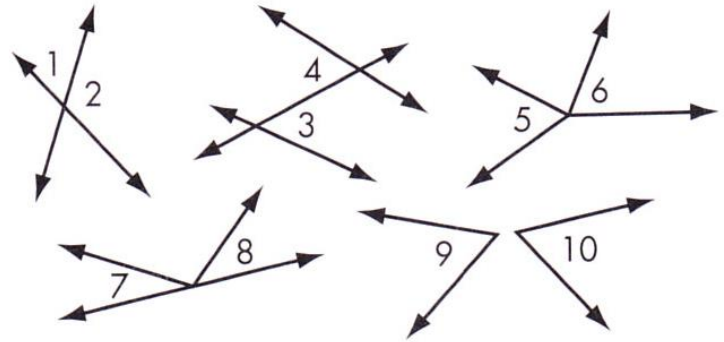
5.\* Define *pair of vertical angles*.

Pairs of vertical angles



$\angle 1$  and  $\angle 2$  are a pair of vertical angles.  
 $\angle 3$  and  $\angle 4$  are also vertical angles.  
 $\angle AED$  and  $\angle BEC$  are also vertical angles.

Not pairs of vertical angles

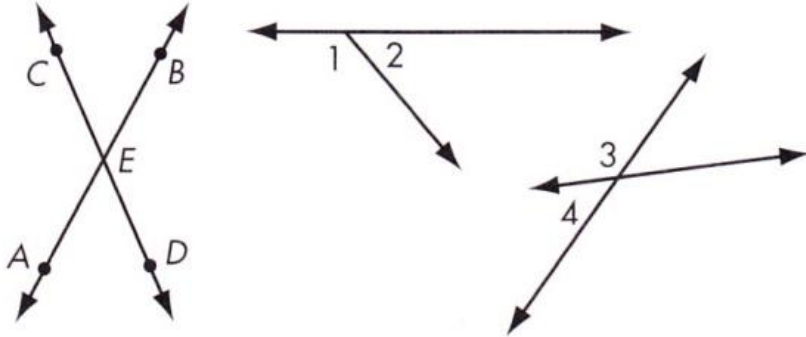


$\angle 1$  and  $\angle 2$ ,  $\angle 3$  and  $\angle 4$ ,  $\angle 5$  and  $\angle 6$ ,  $\angle 7$  and  $\angle 8$ , and  $\angle 9$  and  $\angle 10$  are not pairs of vertical angles.



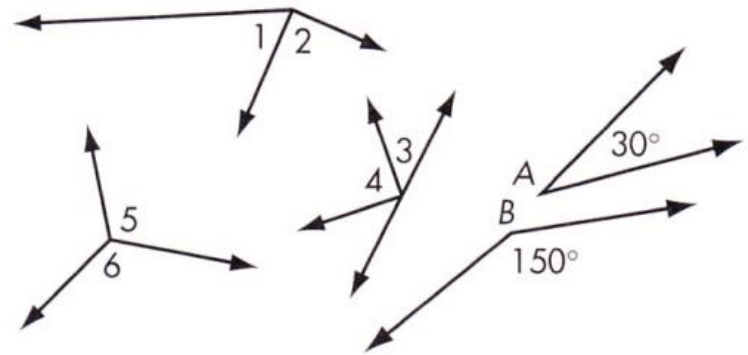
6.\* Define *linear pair of angles*.

Linear pairs of angles



$\angle 1$  and  $\angle 2$  are a linear pair of angles.  
 $\angle 3$  and  $\angle 4$  are a linear pair of angles.  
 $\angle AED$  and  $\angle AEC$  are a linear pair of angles.

Not linear pairs of angles



$\angle 1$  and  $\angle 2$ ,  $\angle 3$  and  $\angle 4$ ,  $\angle 5$  and  $\angle 6$ , and  
 $\angle A$  and  $\angle B$  are not linear pairs of angles.

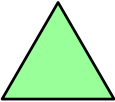
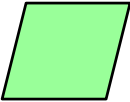
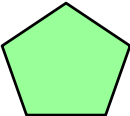
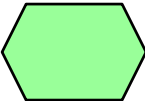
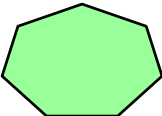
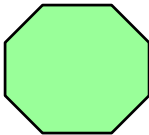
**1.5**

# **CLASSIFYING POLYGONS**


# DEFINITIONS

- **Polygon**
- **Convex Polygon**
- **Consecutive Vertices**
- **Consecutive Sides**
- **Consecutive Angles**
- **Perimeter**

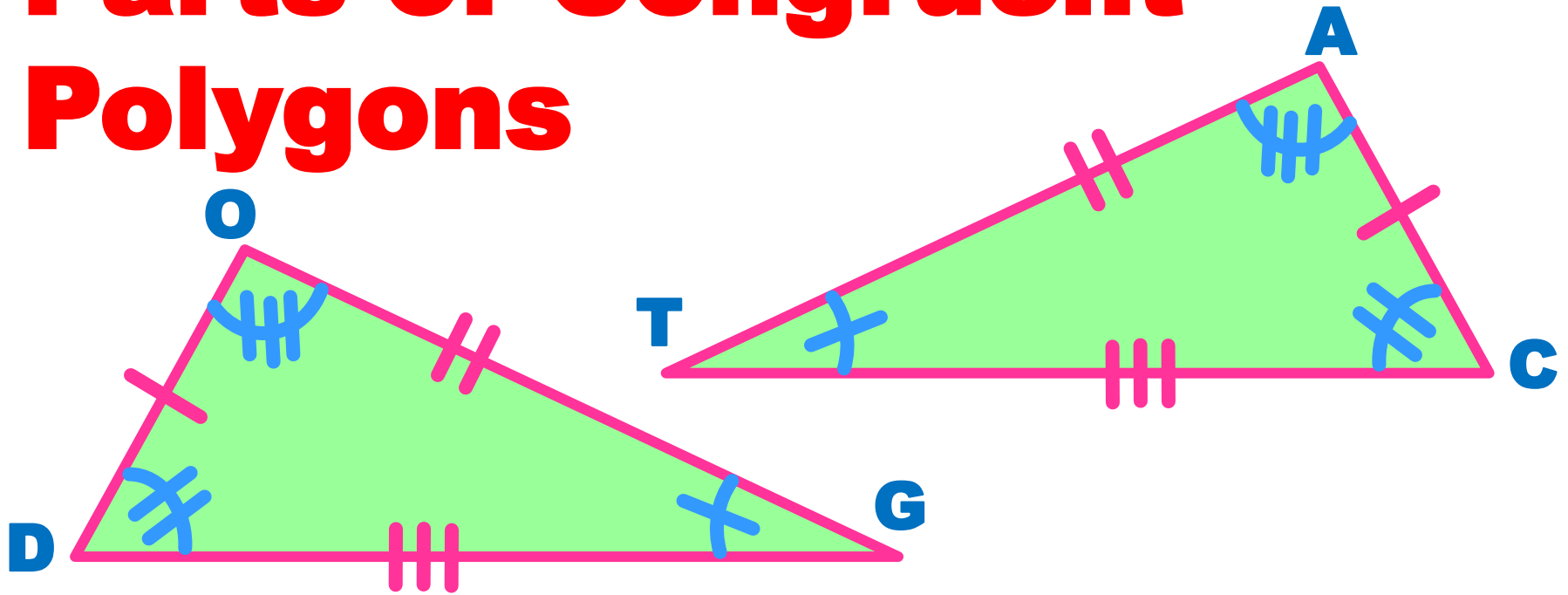
# CLASSIFYING POLYGONS

Sides	Name	
		
		
		
		
		
		

# CLASSIFYING POLYGONS

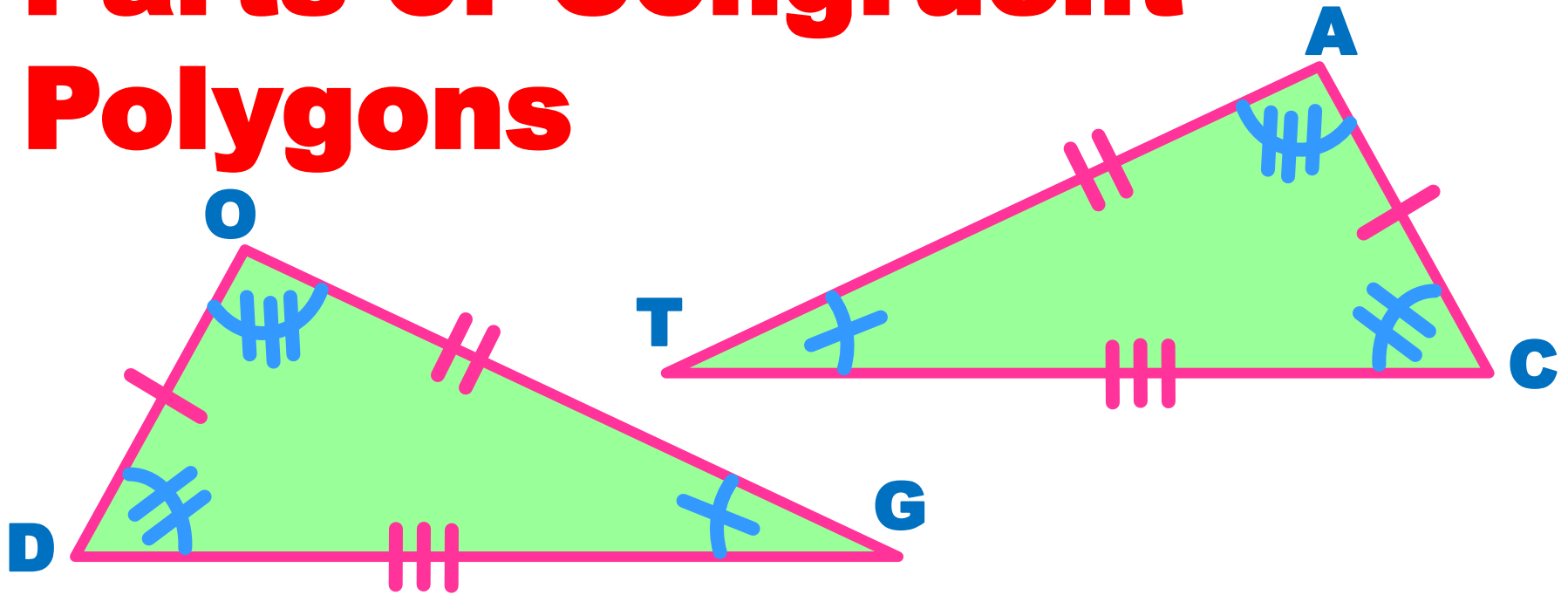
Sides	Name
	

# Parts of Congruent Polygons

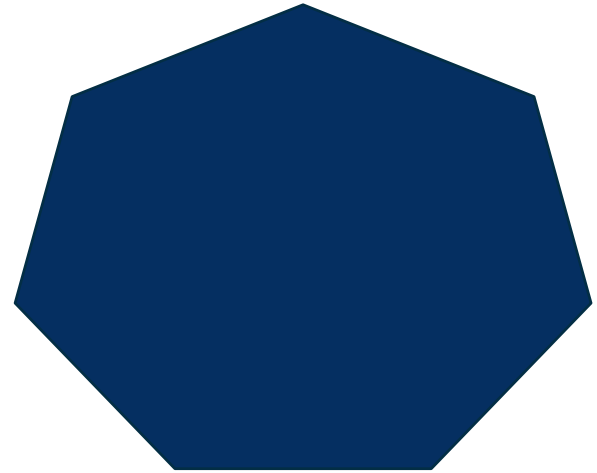


\_\_\_\_\_ have the  
same size and shape. In addition,  
\_\_\_\_\_ of these  
shapes are parts that look the  
same

# Parts of Congruent Polygons



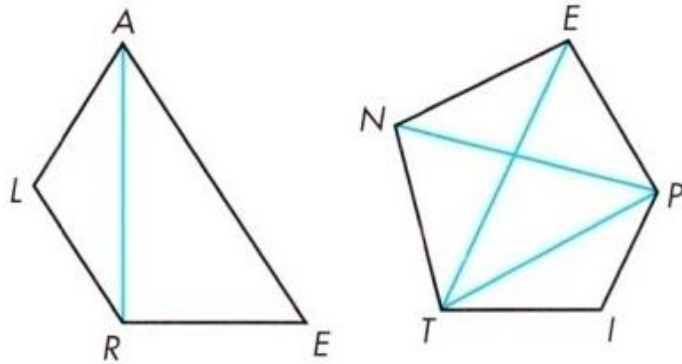
# Naming Polygons





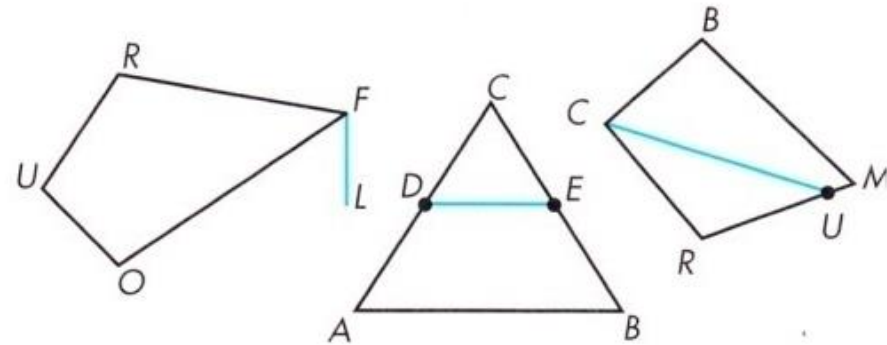
1. Define *diagonal of a polygon*.

Diagonals of polygons



Segments  $AR$ ,  $PN$ ,  $TE$ , and  $PT$  are diagonals.

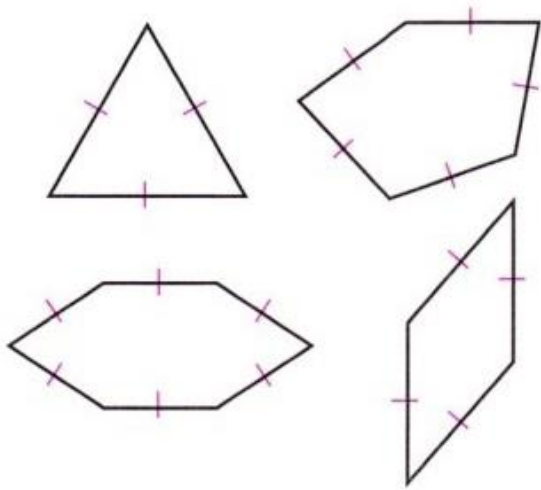
Not diagonals of polygons



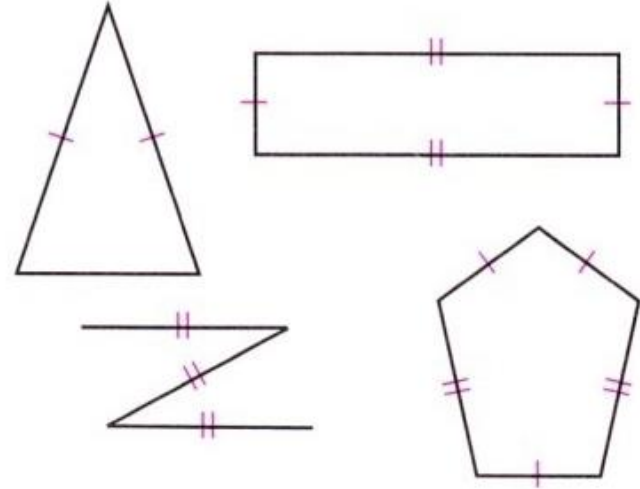
Segments  $FL$ ,  $FO$ ,  $CU$ , and  $DE$  are not diagonals.

2. Define *equilateral polygon*.

Equilateral polygons

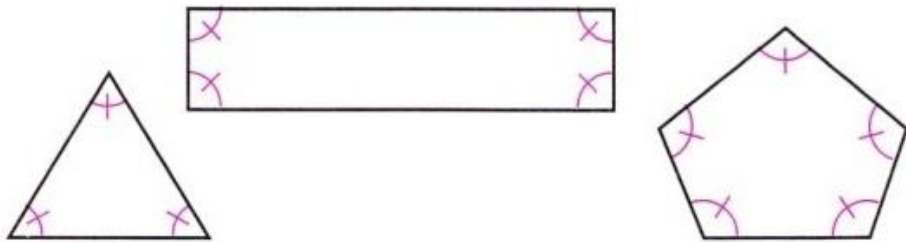


Not equilateral polygons

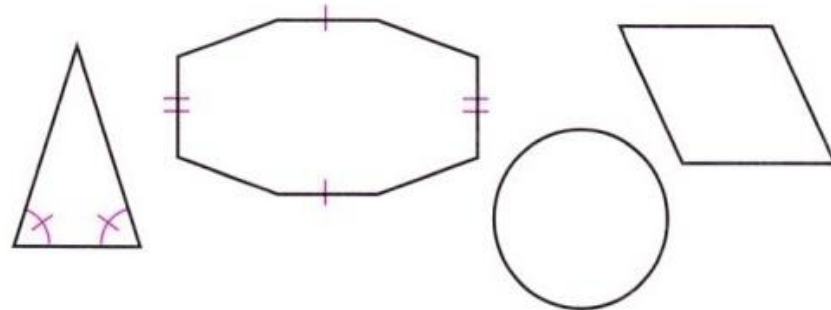


3. Define *equiangular polygon*.

Equiangular polygons

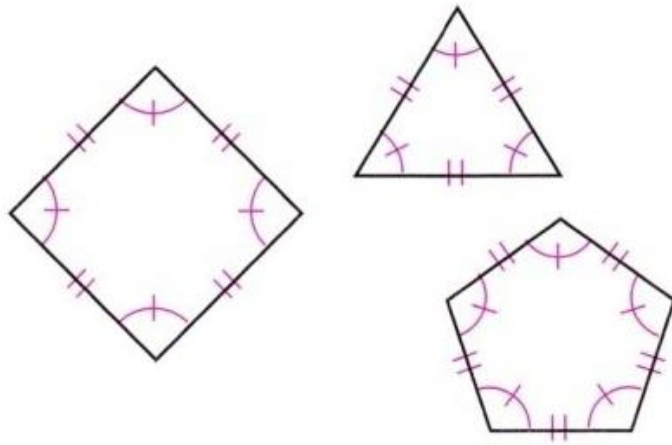


Not equiangular polygons

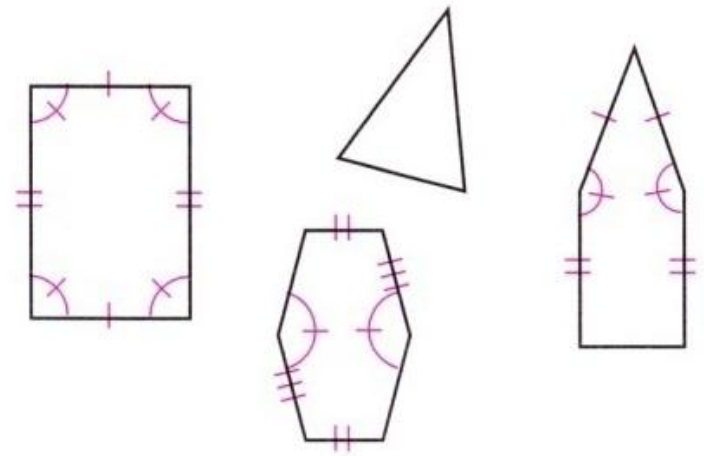


4.\* Define *regular polygon*.

Regular polygons

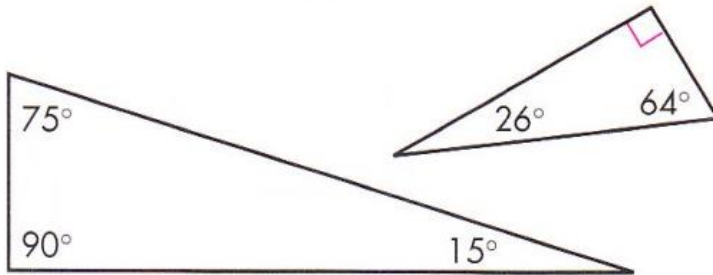


Not regular polygons

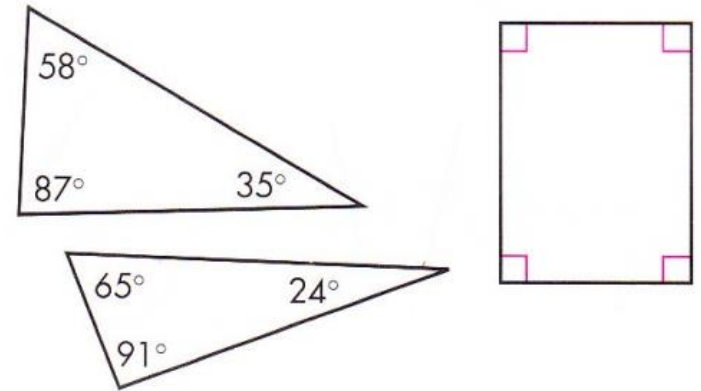


1.\* Define *right triangle*.

Right triangles

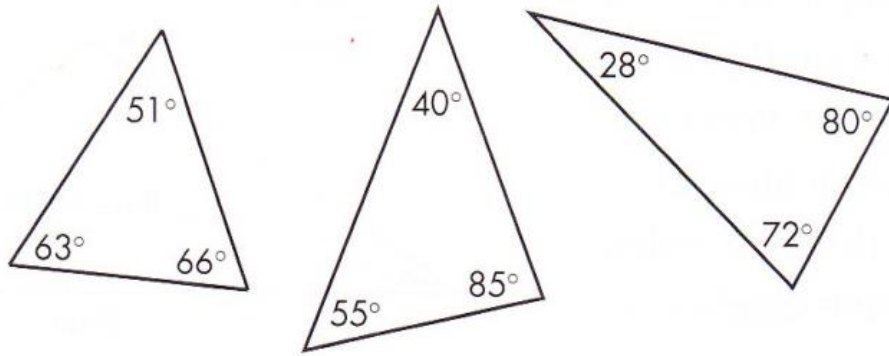


Not right triangles

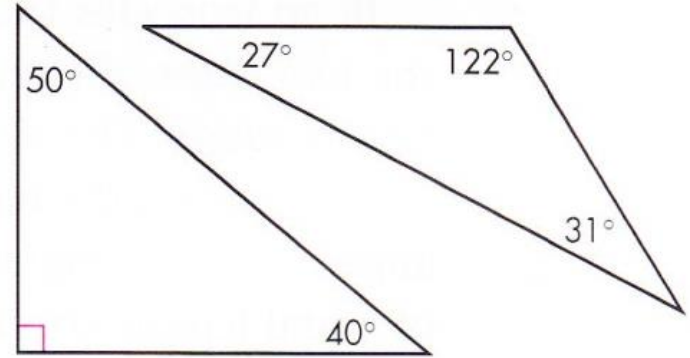


2. Define *acute triangle*.

Acute triangles

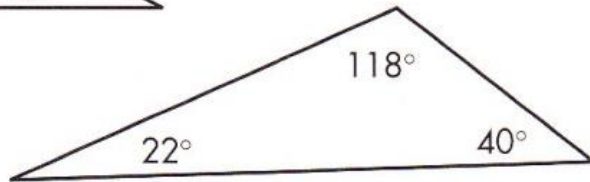
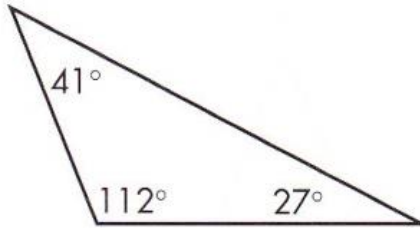


Not acute triangles

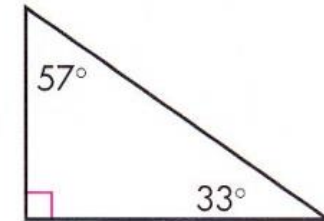
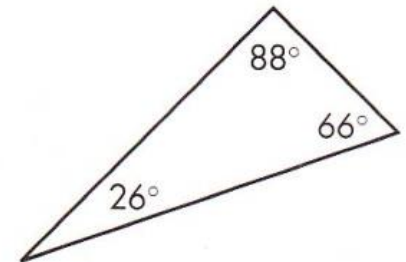
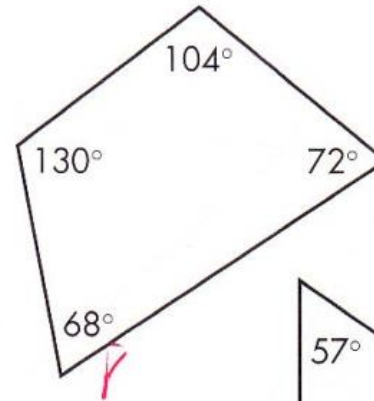


3. Define *obtuse triangle*.

Obtuse triangles

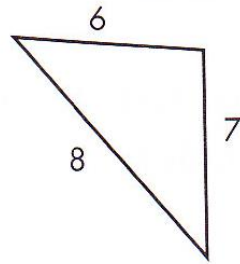
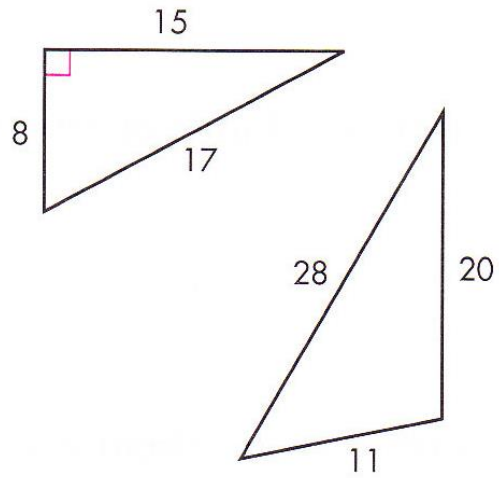


Not obtuse triangles

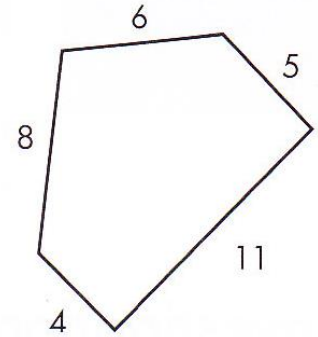
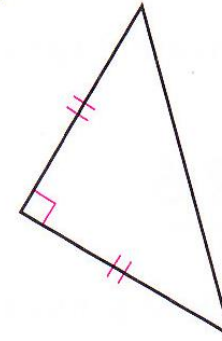
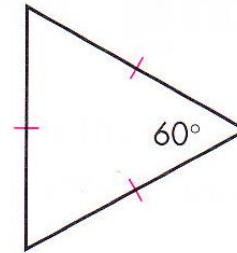


4. Define *scalene triangle*.

Scalene triangles



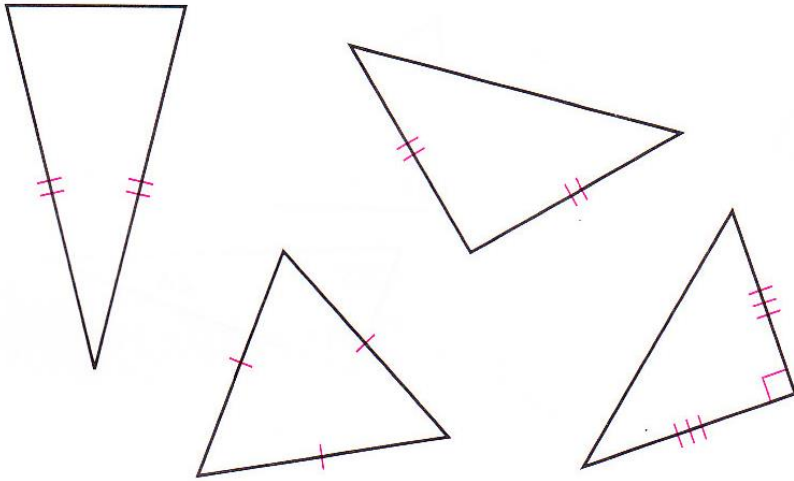
Not scalene triangles



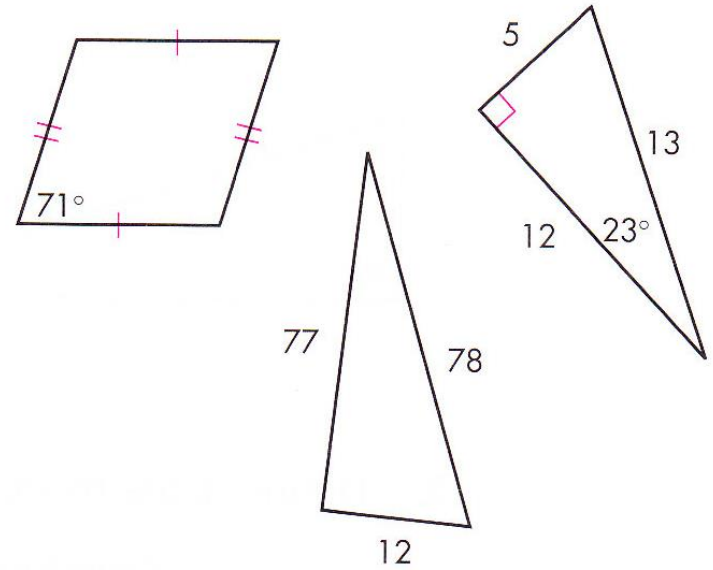


5. Define *isosceles triangle*.

Isosceles triangles

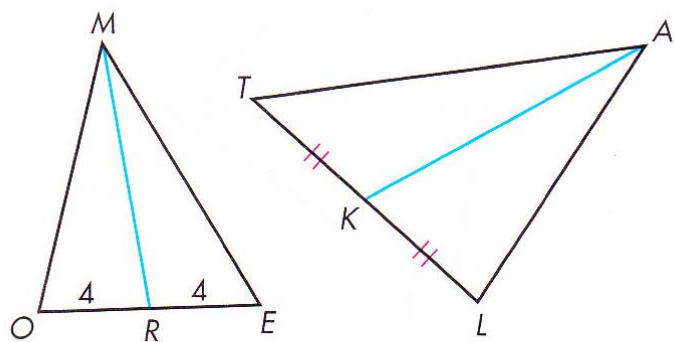


Not isosceles triangles



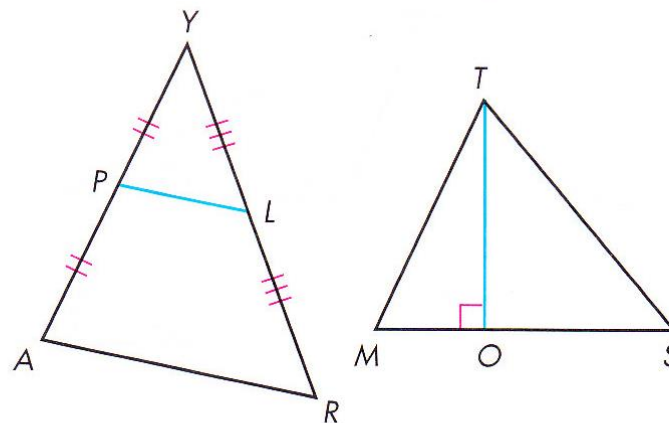
6. Define *median of a triangle*.

Medians of triangles



Segments  $MR$  and  $AK$  are medians.

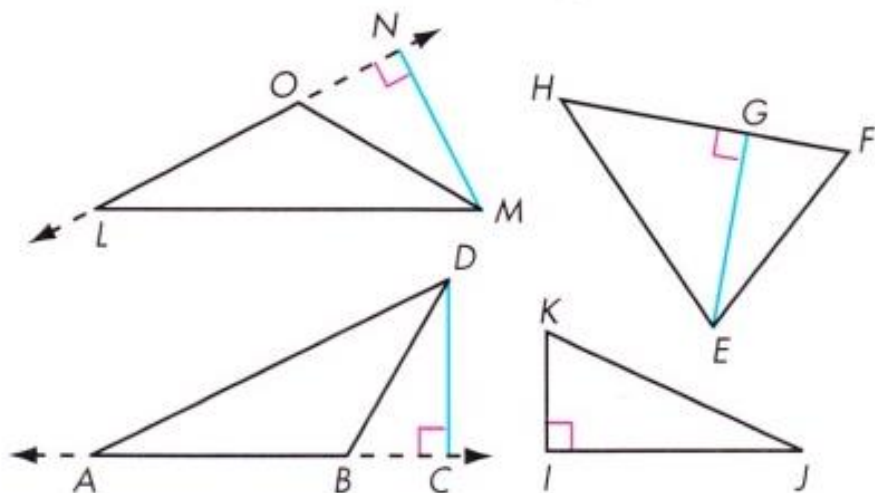
Not medians of triangles



Segments  $PL$  and  $TO$  are not medians.

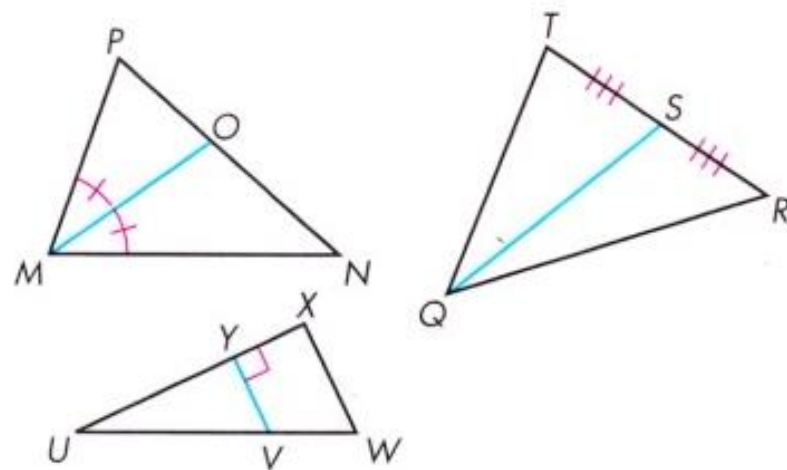
7. Define *altitude of a triangle*.

Altitudes of triangles



Segments  $MN$ ,  $EG$ ,  $CD$ , and  $IK$  are altitudes.

Not altitudes of triangles



Segments  $MO$ ,  $QS$ , and  $VY$  are not altitudes.