


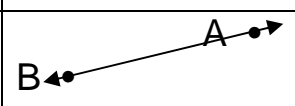
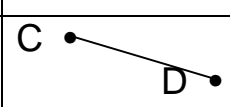
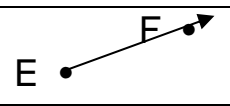
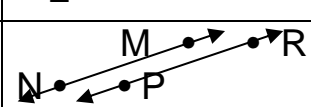
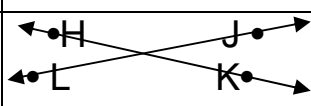
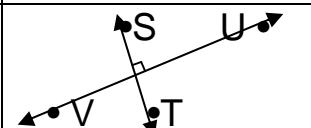
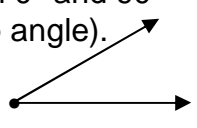
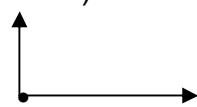
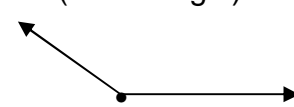
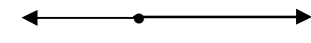
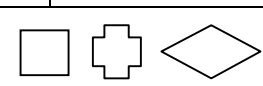
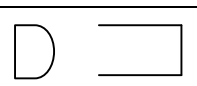

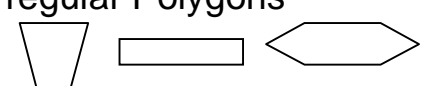


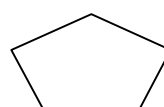

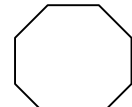
# IICSN Math Vocabulary

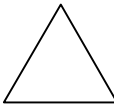
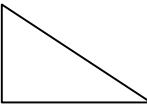

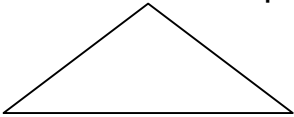
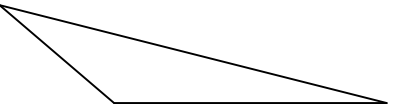
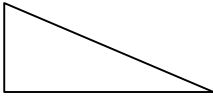

## Chapter 8 – Geometry

Name \_\_\_\_\_

Class \_\_\_\_\_

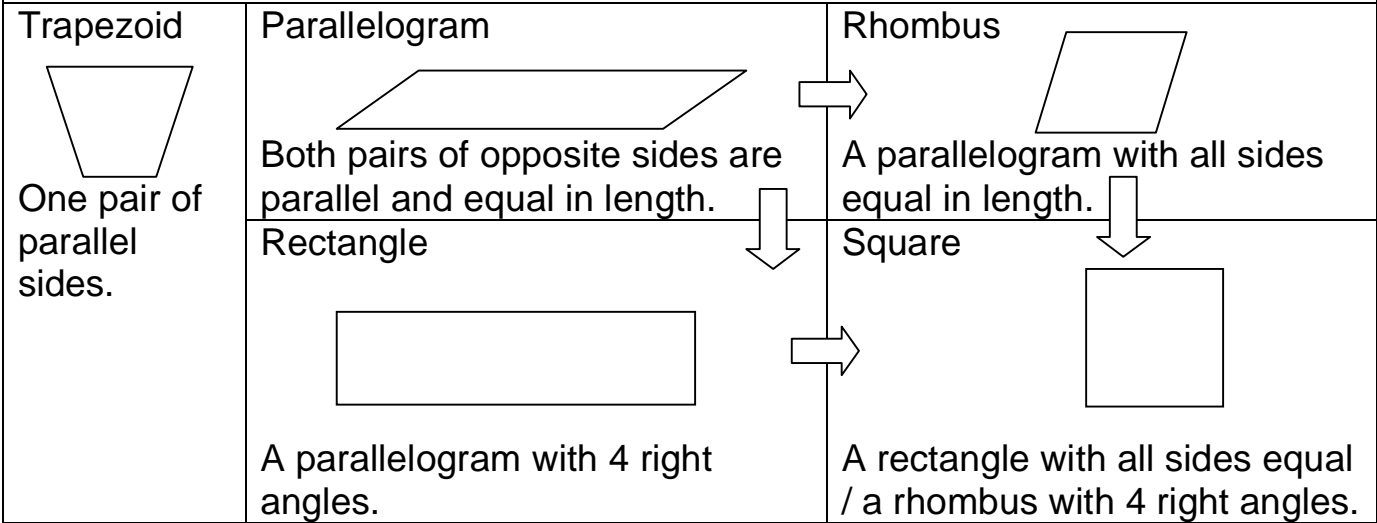
Date \_\_\_\_\_

Point – an exact location in space; label with a capital letter.				
Line – a straight path connecting at least 2 points that extends forever in both directions. Example: $\overleftrightarrow{AB}$				
Plane – an endless flat surface (requires at least 3 points).				
Line segment – part of a line with 2 endpoints. Example: $\overline{CD}$				
Ray – part of a line that extends forever in one direction and has one endpoint. Example: $\overrightarrow{EF}$				
Parallel lines – stay the same distance apart and never touch or intersect. Example: $\overleftrightarrow{NM} \parallel \overleftrightarrow{PR}$				
Intersecting lines – lines that cross or pass through the same point. Example: $\overleftrightarrow{HK}$ is intersecting $\overleftrightarrow{LJ}$				
Perpendicular lines – intersecting lines that form right angles. Example: $\overleftrightarrow{ST} \perp \overleftrightarrow{UV}$				
<u>Angle</u> – formed by 2 rays that have the same endpoint. The common endpoint is called the vertex (plural: vertices). Angles are measured with degrees $^\circ$ .				
<u>Acute angle</u> – between $0^\circ$ and $90^\circ$ (a sharp angle). 	<u>Right angle</u> – has a measure of $90^\circ$ (a perfect corner). 	<u>Obtuse angle</u> – between $90^\circ$ and $180^\circ$ (a dull angle). 	<u>Straight angle</u> – has a measure of $180^\circ$ (a straight line). 	
<u>Polygon</u> – a closed figure with straight sides.	Polygons 		Not polygons 	
<u>Regular polygon</u> – a polygon with all sides and angles equal.	Regular Polygons 		Irregular Polygons 	
Triangle 3 sides 	Quadrilateral 4 sides 	Pentagon 5 sides 	Hexagon 6 sides 	Octagon 8 sides 

Triangles can be classified 2 ways: by sides and by angles.	
Sides	Angles
Equilateral Triangle - All sides are equal. 	Right Triangle - One angle is a right angle. 
Isosceles Triangle - 2 sides are equal.  	Obtuse Triangle - One angle is an obtuse angle. 
Scalene Triangle - No sides equal. 	Acute Triangle - All 3 angles are acute. 

The 3 angles of every triangle add up to  $180^\circ$ . To find a missing angle, add the 2 angles you know and subtract that sum from  $180^\circ$ .

**Quadrilaterals**



The 4 angles of every quadrilateral add up to  $360^\circ$ . To find a missing angle, add the 3 angles you know and subtract that sum from  $360^\circ$ .

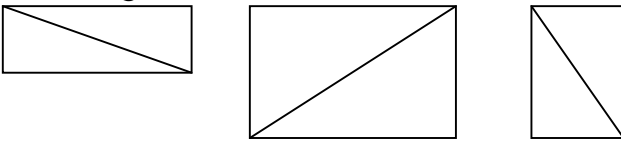
**Generalizations**

A general statement about a group of things that can be tested.

Example:

All rectangles can be cut in half diagonally to make 2 congruent triangles.

Test the generalization: draw several rectangles with diagonals.



This generalization appears to be true.

However, if even one test does not work, the entire generalization is false.