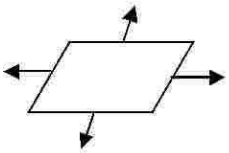
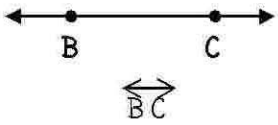
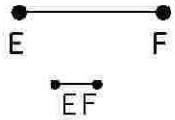
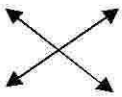
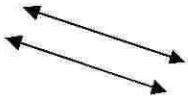
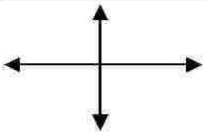
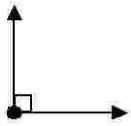
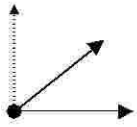
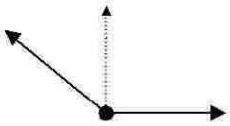
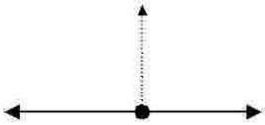
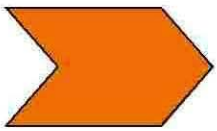
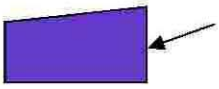
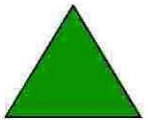
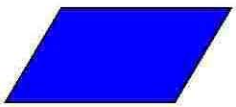
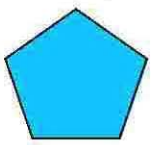
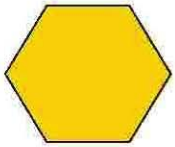
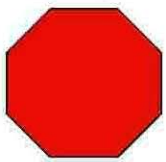
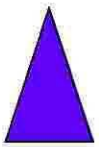
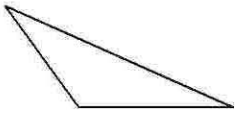
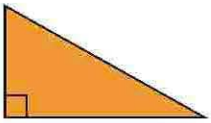
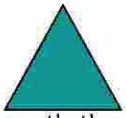
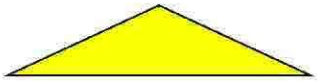
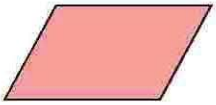
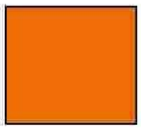
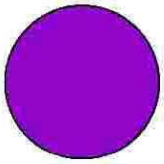
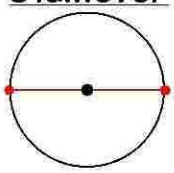
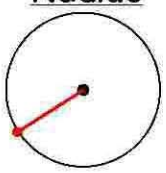
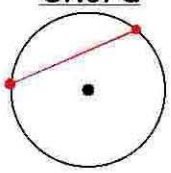
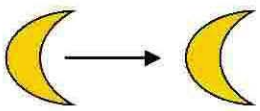
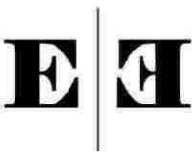
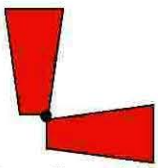
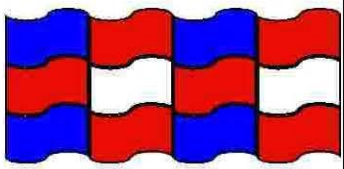
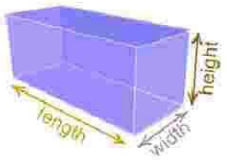
Plane  An endless flat surface	**Point**  An exact location in space	**Line**  A straight path of points that goes on forever in opposite directions.	**Line Segment**  Part of a line that has two endpoints
Ray  Part of a line with one endpoint and continues endlessly in one direction	**Intersecting Lines**  Lines that cross at one point	**Parallel Lines**  Lines on the same plane that never intersect	**Perpendicular Lines**  Two intersecting lines that form right angles.
Right Angle  An angle that is a square corner. (90 degrees)	**Acute Angle**  An angle that is LESS than 90 degrees (Less than a right angle)	**Obtuse Angle**  An angle that is GREATER than 90 degrees (Greater than a right angle)	**Straight Angle**  An angle that forms a straight line. (180 degrees)
Polygon  A closed plane figure made up of line segments. It has all straight sides.	**Side**  A line segment that makes up part of a polygon	**Vertex**  Where two sides of a polygon meet. Plural = Vertices	**Triangle**  Any polygon with THREE Sides and Vertices
Quadrilateral  Any polygon with FOUR Sides and Vertices	**Pentagon**  Any polygon with FIVE Sides and vertices	**Hexagon**  Any polygon with SIX Sides and Vertices	**Octagon**  Any polygon with EIGHT Sides and Vertices

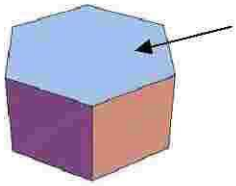
Isosceles Triangle	Equilateral Triangle	Scalene Triangle	Right Triangle
			
A triangle with two congruent (equal) sides	A triangle with three congruent (equal) sides	A triangle with NO congruent sides.	A triangle that has a Right (90 degree) angle.
Acute Triangle	**Obtuse Triangle**	**Parallelogram**	**Rhombus**
			
A triangle with three acute (less than 90 degree) angles	A triangle with one obtuse (more than 90 degree) angle	Any quadrilateral that has opposite parallel sides.	Any parallelogram with all congruent (equal) sides.
Rectangle	**Square**	**Trapezoid**	**Circle**
			
A parallelogram with four right (90 degree) angles	A rectangle with four congruent (equal) sides	A quadrilateral with only one pair of parallel sides	A plane figure with all points equally distant from the center
Diameter	**Radius**	**Chord**	**Circumference**
			
A line segment that connects two points on a circle and passes through the center point.	A line segment that the center point to any point on a circle	A line segment that connects two points on a circle without passing through the center point.	The distance around a circle.
Translation	**Reflection**	**Rotation**	**Tessellation**
			
A change in position (slide) that moves a figure up, down, or sideways	The mirror image of a figure	Turning of an object around a pivot point	A repeating pattern with no gaps or overlays

Solid Figure



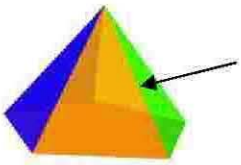
A figure with 3 dimensions– length, width, and height (depth). Solids may have curved surfaces.

Face



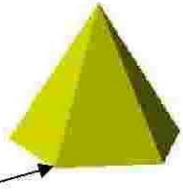
The flat surface of a solid

Edge



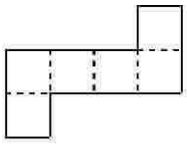
Where two faces meet

Vertex



Where three or more vertices of a solid figure meet

Net

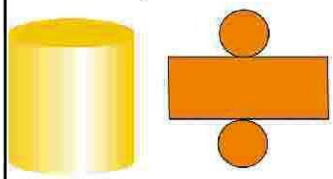


A pattern used to make a solid figure

Sphere

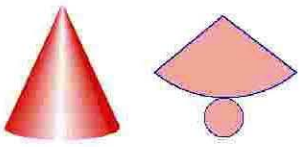
A solid figure with all points equally distant from the center point

Cylinder



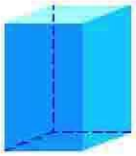
A solid figure with two congruent bases

Cone



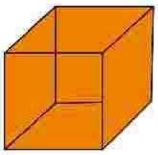
A solid figure with a circular base and a curved surface that meets at a point.

Rectangular Prism



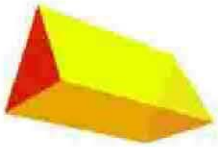
A solid figure with 6 rectangular faces

Cube



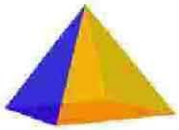
A rectangular prism with 6 square faces

Triangular Prism



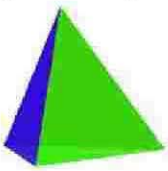
A solid figure with three rectangular faces and two triangular faces

Rectangular Pyramid



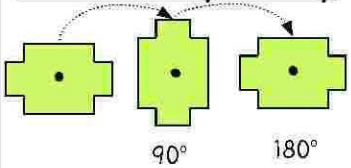
A solid with a rectangular base and triangles for all other faces

Triangular Pyramid



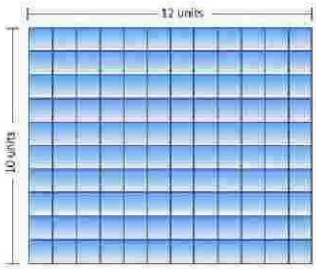
A solid with all triangular faces.

Rotational Symmetry



When a figure can rotate onto itself in less than a full (360°) turn

Area

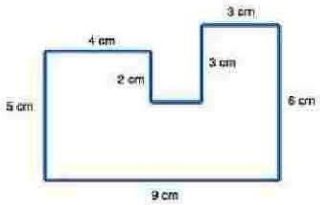


The number of square units needed to cover an region

Area of Rectangles
A = length x width
(A = base X width)

A = # of square units
or
A = # of units^2

Perimeter

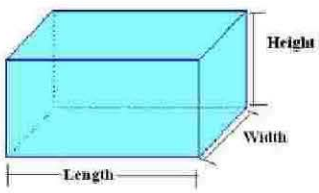


The distance around a figure. Perimeter is measured in linear units.

Perimeter of Rectangles:
P = Side + Side + Side + Side
P=(2 X length) +(2 X width)

P = # of units

Volume



The number of cubic units needed to fill a solid figure.

V = length X width X height

V = # of cubic units
or
V = # of units^3