

## Vocabulary to know:

### Angles:

**Right:**  $90^\circ$ , a square corner:

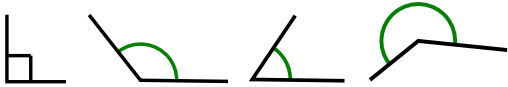
**Obtuse:** bigger than a right angle, but smaller than a straight angle:

**Acute:** smaller than a right angle

**Straight:** the angle on a straight line

**Reflex:** an angle that is larger than a straight angle

Right, Obtuse, Acute, Reflex



### Properties:

**Equal/congruent:** the same size (length or angle)

**Parallel:** lines that if continued indefinitely will never meet

**Opposite:** sides or angles that are opposite each other on the shape (an equal number of sides between them going around the shape both ways)

**Adjacent:** sides that share a vertex or angles that share a side.

**Bisect:** something bisects a line segment if it meets it in its midpoint. Something bisects an angle if it splits it into two equal angles.

**Perpendicular:** two lines that make a right angle where they meet.

**Diagonal:** The diagonals of a polygon are the lines that connect vertices that are not adjacent (a polygon must have 4 or more sides to have diagonals)

**Convex:** A polygon is convex if all of its diagonals lie inside the polygon. A non-polygon shape is convex if every line that connects two of its points lies inside of it.

**Concave:** a polygon is concave if any of its diagonals pass outside of it. A shape is concave if there is a line between two of its points that passes outside of it.

### Triangles:

**Equilateral:** All sides are equal length

**Isosceles:** (At least) two sides are equal

**Scalene:** All sides are different lengths

**Right:** The biggest angle is a right angle

**Obtuse:** The biggest angle is an obtuse angle

**Acute:** The biggest angle is an acute angle (and so all of the angles are acute)

### Quadrilaterals:

**Quadrilateral:** a quadrilateral is a polygon with (exactly) 4 sides.

**Square:** A square is a quadrilateral with 4 equal sides and 4 right angles.

**Rectangle:** A rectangle is a quadrilateral with 4 right angles

**Rhombus:** A rhombus is a quadrilateral with 4 equal sides.

**Parallelogram:** A parallelogram is a quadrilateral with two pairs of opposite parallel sides.

**Trapezoid:** A trapezoid is a quadrilateral with (at least one/one and only one) pair of parallel sides.

**Kite:** A kite is a quadrilateral whose 4 sides make up two pairs of adjacent equal sides.

### Other shapes:

**Polygon:** a polygon is a shape made of a sequence of straight line segments, where each line segment meets the next line segment at a vertex, and the last line segment meets the first one at a vertex. None of the segments cross each other or meet each other except where a segment meets the next one at a vertex.

**Circle:** A circle is the set of points that all have an equal distance from a point called the center of the circle. The center point is inside the circle, but is not considered to be part of the circle.

**Regular:** A polygon is regular if all of its sides are equal and all of its angles are equal