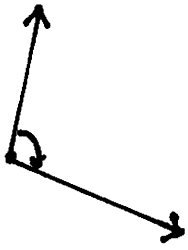
Name Key Date

Unit 3 Study Guide

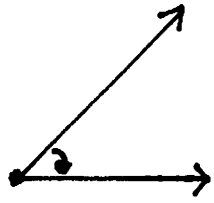
Measure ***and*** classify ***each angle as acute, obtuse, right, straight, or reflex.***

1.)



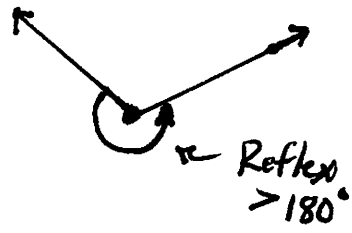
100° obtuse

2.)



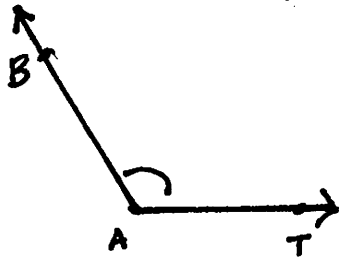
45° acute

3.)

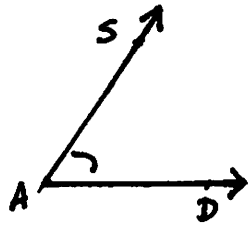


245° Reflex

4.) Draw and label <BAT = 120°

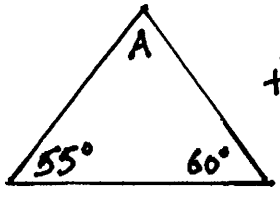


5.) Draw and label <SAD = 55°



Find the missing angle(s).

6.)

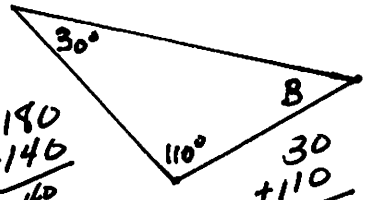


55 + 60 = 115

180 − 115 = 65

<A = 65°

7.)

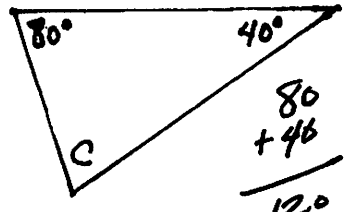


180 − 140 = 40

30 + 110 = 140

<B = 40°

8.)



80 + 40 = 120

180 − 120 = 60

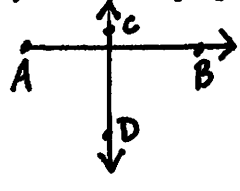
<C = 60°

9.) The sum of the angles in any triangle is 180 degrees.

10.) The sum of the angles in any quadrangle is 360 degrees.

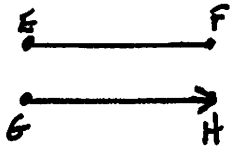
11.) Draw and label ray AB that is perpendicular to line CD

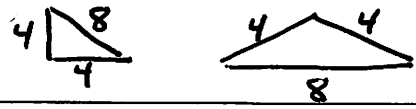
Symbol $\overrightarrow{AB} \perp \overleftrightarrow{CD}$



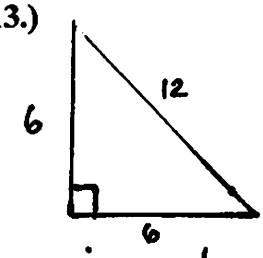
12.) Draw and label line segment EF that is parallel to ray GH

Symbol $\overline{EF} \parallel \overrightarrow{GH}$



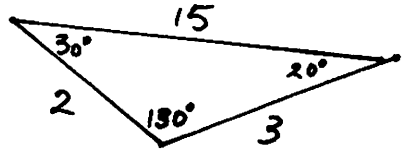
Triangles classified by sides	
Scalene - A triangle with no equal sides.	Example: 
Isosceles - A triangle with at least 2 equal sides.	Example: 
Equilateral - A triangle with 3 equal sides.	Example: 
Triangles classified by angles	
Acute - A triangle with 3 acute angles.	Example: 
Right - A triangle with 1 right angle.	Example: 
Obtuse - A triangle with 1 obtuse angle.	Example: 

Classify each triangle by its sides and by its angles.

13.) 

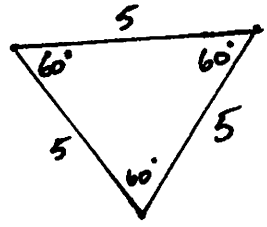
Sides: isosceles

Angles: right

14.) 

Sides: scalene

Angles: obtuse

15.) 

Sides: equilateral

Angles: acute

What is a polygon? A closed figure made from three or more line segments.

3-sided	triangle
4-sided	quadrangle
5-sided	pentagon
6-sided	hexagon
7-sided	heptagon
8-sided	octagon
10-sided	decagon

What is a regular polygon? A polygon with all equal sides and angles

What is an irregular polygon? A polygon without all equal sides and angles

What is a concave polygon? A polygon with at least one vertex that points "inwards" (>180°) 

What is a convex polygon? A polygon in which all vertices point outwards.