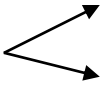
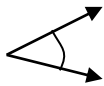


Geometry Vocabulary

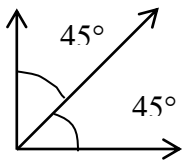
acute angle-an angle measuring less than 90 degrees



angle-the turn or bend between two intersecting lines, line segments, rays, or planes

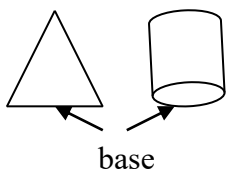


angle bisector-an angle bisector is a ray that cuts an angle exactly in half, making two equal angles

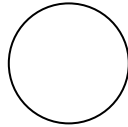


attribute- a characteristic of an object, such as color, shape, or size

base-a face or surface (3-D object) or a side (2-D objects) considered as the bottom part, or foundation of a geometric figure; used for the purpose of measurement



circle-the set of all points in a plane that are a given distance from a given point

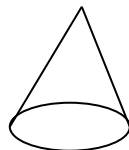


circumference-the distance around the edge of a circle.

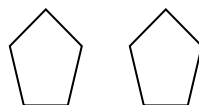
closed figure-the boundary of a simple two-dimensional region, including shapes with straight and curved sides



cone- three-dimensional figure with a curved surface, a circular base and one apex (point)

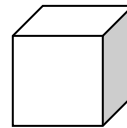


congruent- geometric figures having the same size and shape; all corresponding parts of congruent figures have the same measure

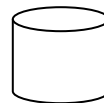


coordinate plane-the grid system in which the x-axis and y-axis provide reference points

cube-a three-dimensional object with 6 square faces

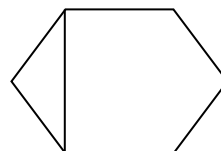


cylinder- three-dimensional figure with a curved surface and two circular bases

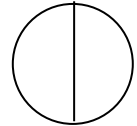


degree-a unit of measure of angles; there are 360 degrees in a circle

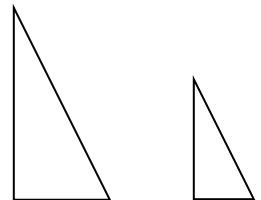
diagonal- for a polygon in the plane, any line segment joining non-adjacent vertices.



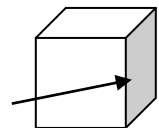
diameter-the distance across the widest part of a circle; twice the radius; also defined as a chord that passes through the center of a circle



dilation- shrinking or stretching the figure



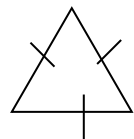
edge- a line segment at the intersection of two faces of a polyhedron



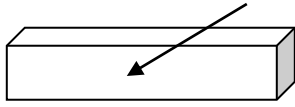
equiangular triangle- a triangle which all angles are congruent



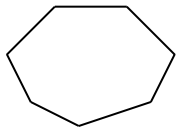
equilateral triangle- a triangle which all the sides are congruent.



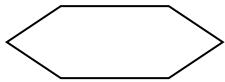
face- a polygonal region of a three-dimensional figure



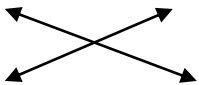
heptagon- a polygon with seven sides



hexagon- A polygon with six sides



intersecting lines- lines that meet or cross



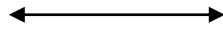
isosceles triangle-a triangle having two sides, called the legs, of equal length



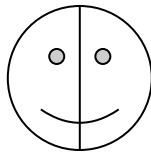
kite-a quadrilateral with two pairs of adjacent sides with equal lengths.



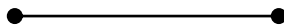
line-one of the three undefined figures in geometry, a line has no thickness, is perfectly straight, and goes on forever in both directions; two points determine a unique line



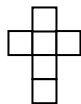
line of symmetry-a line over which a figure can be reflected, resulting in a figure that looks exactly like the original



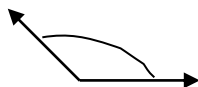
line segment-a finite portion of a line, often denoted by its end points



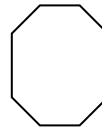
net- a blueprint, or pattern, for a three dimensional model.



obtuse angle-an angle measuring between 90 and 180 degrees



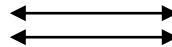
octagon- a polygon with eight sides



one-dimensional- a figure that has length but no width or height.



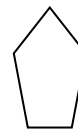
parallel lines- Lines that lie in the same plane and never meet. Also, planes lying in space that never meet.



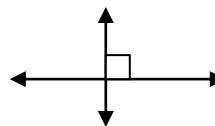
parallelogram-a quadrilateral with both pairs of opposite sides parallel.



pentagon- a polygon with five sides



perpendicular lines- lines in the same plane which intersect to form a right angle.

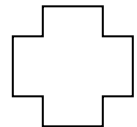


plane-one of the three undefined figures in geometry, a plane is a flat expanse, like a sheet of paper, that goes on forever

plane figure-any two dimensional figure

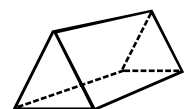
point-one of the three undefined figures in geometry, a point is a location with no length, width, and height.

polygon-a two-dimensional closed figure made up of straight line segments.



polyhedron-a three-dimensional closed figure made up of faces that are all polygons

prism- a three-dimensional figure with parallelogram faces and two parallel, congruent bases



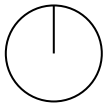
pyramid- a geometric solid with a base that is a polygon and all other faces are triangles with a common vertex



quadrilateral- a polygon with four sides



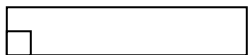
radius- the distance from the center of a circle to any point on its edge; half a diameter



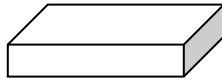
ray- a portion of a line extending in one direction from a point



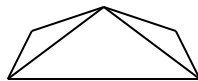
rectangle- a quadrilateral in which all the angles have the same measure (90 degrees)



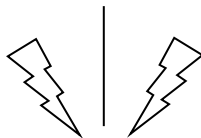
rectangular prism- a three-dimensional figure with parallelogram faces and two parallel, congruent rectangular bases.



rectangular pyramid- a geometric solid with a base that is a rectangle and all other faces are triangles with a common vertex



reflection (flip)- a transformation which produces the mirror image of a figure (i.e., flipping a figure across a line)



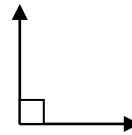
regular polygon- a polygon in which all angle and all sides are congruent; examples- equilateral triangle, square, regular octagon



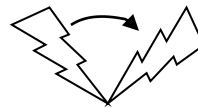
rhombus- a quadrilateral in which all sides have the same length



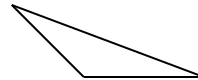
right angle- an angle measuring 90 degrees



rotation (turn)- a transformation obtained by rotating a figure around a fixed point (i.e., turning a figure about a point).



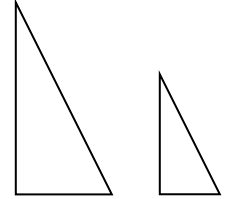
scalene- a polygon is scalene if its sides are all different lengths



side- a line segment at the boundary of a polygon



similar- two or more figures having the same shape but not necessarily the same size



slide- see translation

solid figure- a closed, three dimensional figure

sphere- the set of all points in three-dimensional space that are located at a given distance from the center



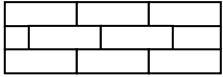
square- a regular quadrilateral (all sides and angles are congruent)



symmetry- a figure has symmetry if there exists some line or point through which all points of the figure can be reflected to generate another point on the figure



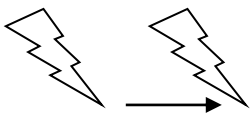
tessellation- covering of the plane, sometimes referred to as a tiling, referring to the way that tiles cover a floor



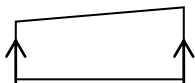
three-dimensional- an object that has length, width, and height

transformation- a rule for moving every point in a plane figure to a new location

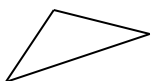
translation (slide)- a transformation that slides a figure a given distance in a given direction



trapezoid (inclusive) - a quadrilateral with at least one set of parallel sides.



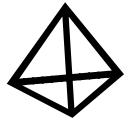
triangle- a polygon with three sides



triangular prism- a three-dimensional figure with parallelogram faces and two parallel, congruent triangular bases



triangular pyramid - a geometric solid with a base that is a triangle and all other faces are triangles with a common vertex



turn- see rotation

two-dimensional- a figure that has length and width but not height (i.e., a plane figure such as a rectangle or circle)

vertex (vertices)- the points where two line segments come together (corner

