


~ GROOVY GEOMETRY ~


An Illustrated Glossary


(grouped by figures - not alphabetically!)

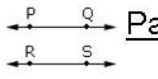
Points, Lines, & Rays

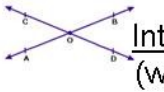
A Point: names a location on an object or in space.
Symbol = • A

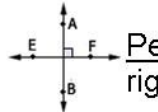
 Line: a straight path of points that goes on in both directions. It has no endpoints. Symbol = \overleftrightarrow{AB}

 Line Segment: is part of a line. It has two endpoints.
Symbol = \overline{CD}

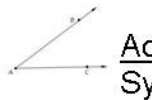
 Ray: is part of a line. It has one endpoint and goes on and on in one direction. Symbol = \overrightarrow{GH}


 Parallel Lines: two or more lines that lie in the same plane and do not ever intersect. Symbol = $\overleftrightarrow{PQ} \parallel \overleftrightarrow{RS}$


 Intersecting Lines: lines that have one point in common (where they intersect). CD intersects AB at Point O.

 Perpendicular Lines: two lines that intersect and form right angles. Symbol = $AB \perp EF$

Angles


 Acute Angle: is less than 90° , and greater than 0° .
Symbol = $\angle BAC$ or $\angle CAB$ or $\angle A$ (vertex)

 Right Angle: is exactly 90° . Symbol = \angle

 Obtuse Angle: is greater than 90° , and less than 180° .


Plane Figures (2D figures)


Triangles (3-sided figures)


 Acute Triangle: all angles are acute (less than 90°)

 Equilateral Triangle: all 3 sides are equal


 Isosceles Triangle: 2 sides are equal


 Obtuse Triangle: One angle is obtuse (greater than 90° but less than 180°)


 Scalene Triangle: All 3 sides are different


 Right Triangle: has 1 right angle

Quadrilaterals (4-sided figures)

 Square: quadrilateral having all sides equal in length and forming right angles


 Rectangle: 4-sided polygon with all right angles

 Parallelogram: 4-sided polygon with two pairs of parallel sides

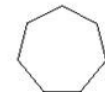
 Rhombus: 4 sides all the same length (often called a diamond)

 Trapezoid: 4-sided figure with one pair of parallel sides

Multi-sided Plane Figures (more than 4 sides)

 Pentagon: 5-sided polygon

Hexagon: 6-sided polygon 

 Heptagon: 7-sided polygon

Octagon: 8-sided polygon 

3-Dimensional Figures

(hollow or solid shapes with length, width, & height)

3-Dimensional Figures have the following:



Face - part of the shape that is flat or curved
(a cube has 6)



Edge - the line where two faces meet (a cube has 12)



Vertex (vertices) (corners) - place where 3 or more edges meet (this pyramid has 4)

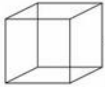
3-Dimensional Shapes



Sphere: 0 flat faces, 0 straight edges, 1 curved face.



Cone: 1 curved face, 1 flat face that is a circle



Cube: 6 flat square faces, 12 straight edges, and 8 corners (vertices)



Cylinder: 1 curved face, and 2 flat circular faces



Triangular Prism: 5 faces, 9 edges, 6 vertices



Square-based Pyramid: 5 faces, 8 edges, 5 vertices