H.Geometry - Chapter 1 - Definition Sheet

|  | Section 1.1 |
| :---: | :---: |
| Building Blocks of Geometry | Terms that cannot be defined, but can be described |
| Definition | A statement that clarifies or explains the meaning of a word or phrase. |
| Description of POINT | - The basic unit of Geometry <br> - Has no size; infinitely small <br> - Has only location <br> - Represented by a $\qquad$ <br> - Named with capital block letter |
| Description of LINE | - A straight arrangement of $\qquad$ <br> - Infinite length; no thickness <br> - Extends forever in two directions <br> - Named for any $\qquad$ on the line |
| Description of PLANE | - Flat; extends forever <br> - Has length and width; no thickness <br> - Represented by a $\qquad$ <br> - Named usually with a $\qquad$ |
| Collinear Points | Points that lie on the same _______ |
| Coplanar Points | Points that lie on the same |
| Line Segment | - Consists of two points called $\qquad$ (points at ends of segment) and all the points between them. <br> - Named by listing the endpoints with a $\qquad$ . |

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| Length (measure) of a segment | - Distance between its' endpoints. <br> - Two ways of writing: $X Y=2 \text { inches } \quad m \overline{X Y}=2 \text { inches }$ |
| :---: | :---: |
| Congruent Segments | - Segments with the same $\qquad$ (length) <br> - Symbol: |
| Midpoint of a segment | - A point that divides a segment into 2 $\qquad$ segments <br> - The point is the same distance from endpoints <br> - The midpoint is said to BISECT the segment |
| Ray | - Part of a line; begins at a point and extends $\qquad$ in one direction <br> - Named by using two points on the ray; $\qquad$ must be listed first |

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## Section 1.2

| Angle <br> (vertex and sides) | Two rays that share a $\qquad$ provided the rays do not lie on the same line <br> Vertex: <br> Side: |
| :---: | :---: |
| Measure of an angle | The $\qquad$ amount of rotation in degrees <br> - Angle measures between $\qquad$ to $\qquad$ <br> - Measure has $\qquad$ in front of the angle symbol <br> - Full rotation: $\qquad$ <br> - Half rotation: $\qquad$ <br> - On-fourth rotation: $\qquad$ |
| Reflex measure of an angle | The $\qquad$ amount of rotation between the sides of an angle <br> (subtract from $\qquad$ to get the measure) |
| Protractor <br> Used to measure $\qquad$ Steps to using it: <br> (1) $\qquad$ <br> (2) $\qquad$ <br> (3) $\qquad$ |  |

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| Congruent Angles | Two angles are congruent ___ they have the same |
| :---: | :---: |
|  | If figures are $\qquad$ , then measures are $\qquad$ <br> Example: |
| Angle Bisector | A $\qquad$ is an angle bisector $\qquad$ it divides the angle into two $\qquad$ angles. <br> Example: |
| Incoming and outgoing angles | Incoming: |
|  | Outgoing: |
|  | Incoming and outgoing angles are $\qquad$ |

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|  | Section 1.3 |
| :---: | :---: |
| Conditional Statement | A statement that is written in $\qquad$ form. <br> Ex: |
| Part of a conditional: Antecedent and Consequent | Antecedent: <br> Consequent: |
| Part of a conditional: Converse Statement | The $\qquad$ of a conditional (switch the antecedent and consequent) ***True conditional doesn't always have a true converse <br> Example: |
| Biconditional Statement | A single statement formed from a true conditional and true converse. <br> IFF: $\qquad$ <br> Example: |
| Counterexample | An example of an object that meets the criteria specified but isn't what you are trying to define. <br> - Proves the conditional/bi-conditional false. |

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| Steps to creating good definitions. | (1) <br> (2) <br> (3) |
| :---: | :---: |
| Parallel Lines | Two lines are parallel IFF they are $\qquad$ and do not $\qquad$ <br> Labeled with $\qquad$ -. |
| Skew Lines | Two lines are skew IFF they are $\qquad$ and do not $\qquad$ . |
| Perpendicular Lines | Two lines are perpendicular IFF they $\qquad$ at a |
| Right Angle |  |
| Acute Angle |  |
| Obtuse Angle |  |

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| Complementary Angles | Two angles are complementary IFF the sum of their measures is |
| :---: | :---: |
| Supplementary Angles | Two angles are supplementary IFF the sum of their measures is |
| Adjacent Angles (not in book) | Two angles are adjacent IFF they share a common $\qquad$ and one common $\qquad$ <br> NOTE: common side must be in the interior of the angle. |
| Vertical Angles | Two angles are vertical angles IFF they are formed by two $\qquad$ lines and are not $\qquad$ _. |
| Linear Pair of Angles | Two angles form a linear pair IFF they are $\qquad$ and the nonshared sides form a $\qquad$ <br> NOTE: A linear pair is $\qquad$ |

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## Section 1.4

| Polygon | A polygon is a closed plane figure, formed by connecting $\qquad$ at their endpoints, with each segment intersecting $\qquad$ two others. |
| :---: | :---: |
| Parts of a polygon: <br> Sides <br> Vertices <br> Angles | $\qquad$ forming polygons. $\qquad$ where sides intersect. <br> Formed by 2 $\qquad$ sides. |
| Diagonal | A line segment that connects two ___ vertices. |
| Convex Polygons | Polygon in which no segment connecting any two vertices is $\qquad$ the polygon. |
| Concave Polygons | The opposite of convex polygons. |
| Classifying Polygons | 3 sides $=$ 8 sides $=$ <br> 4 sides $=$ 9 sides $=$ <br> 5 sides $=$ 10 sides $=$ <br> 6 sides $=$ 11 sides $=$ <br> 7 sides $=$ 12 sides $=$ |
|  | n -sides $=$ |

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|  | Section 1.5 |
| :---: | :---: |
| Assumptions | Something you can accept as true without _____ or _______ |
| Things you CAN assume from a figure | (1) <br> (2) <br> (3) <br> (4) <br> (5) |
| Things you CAN'T assume from a figure | (1) <br> (2) <br> (3) |
| Right Triangle | A triangle is a right triangle IFF exactly $\qquad$ of its angles is a $\qquad$ triangle. |
| Acute Triangle | A triangle is an acute triangle IFF ___ of its angles are acute. |
| Obtuse Triangle | A triangle is an obuse triangle IFF exactly $\qquad$ of its' angles is an $\qquad$ triangle. |

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| Scalene Triangle | A triangle is a scalene triangle IFF each of its' three sides have $\qquad$ lengths. |
| :---: | :---: |
| Isosceles Triangle | A triangle is an isosceles triangle IFF at least $\qquad$ of its' sides have equal length. |
| Equilateral Triangle | A triangle is equilateral IFF all three of it's sides have $\qquad$ lengths. <br> NOTE: An equilateral triangle is one type of $\qquad$ triangle. |
| Median of a $\Delta$ | A median of a triangle is a segment joining a $\qquad$ of the triangle to the $\qquad$ of the opposite side. <br> NOTE: All 3 medians are concurrent (meet @ one point). |
| Altitude of a $\Delta$ | An altitude of a triangle is a segment from a vertex of the triangles' $\qquad$ to the line containing the $\qquad$ side. <br> NOTE: All three altitudes are also concurrent. |

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|  | Section 1.6 |
| :---: | :---: |
| Trapezoid | A quadrilateral is a trapezoid IFF at least $\qquad$ of opposite sides are $\qquad$ <br> Parts of a trapezoid: <br> Bases: <br> Legs: <br> Base Angles: |
| Isosceles Trapezoid (not in book) | A trapezoid is an isosceles trapezoid IFF its' legs ( $\qquad$ are congruent. |
| Kite | A quadrilateral is a kite IFF it has $\qquad$ distinct pairs of congruent $\qquad$ sides. |
| Parallelogram | A quadrilateral is a parallelogram IFF ___ pairs of opposite sides are |
|  | NOTE: A parallelogram is one type of _____ |

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| Rhombus | A parallelogram is a rhombus IFF it has $\qquad$ congruent sides $\qquad$ ) |
| :---: | :---: |
| Rectangle | A parallelogram is a rectangle IFF it has $\qquad$ congruent angles. $\qquad$ <br> NOTE: Four angles are $\qquad$ angles. |
| Square | A parallelogram is a square IFF it has four congruent $\qquad$ and four congruent $\qquad$ . ( $\qquad$ <br> NOTE: A square is both a $\qquad$ and $\qquad$ |

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|  | Section 1.7 |
| :---: | :---: |
| Circle | The set of all points in a plant at a given $\qquad$ from a given point. |
| Parts of a Circle <br> Center <br> Radius <br> (Plural: $\qquad$ | The given $\qquad$ from which the circle is measured. <br> A circle is named for its' $\qquad$ <br> The $\qquad$ from the center to a point on the circle <br> Any $\qquad$ from the center to a point on the circle. <br> NOTE: All radii of a circle are $\qquad$ _. |
| Chord | A segment whose ___ lie on a circle |
| Diameter | The distance $\qquad$ a circle through the center. <br> A segment containing $\qquad$ <br> Diameter = $\qquad$ <br> NOTE: the diameter is the $\qquad$ |
| Tangent | A line (in the plane of the circle) that $\qquad$ a circle in |
| Point of Tangency | Point of intersection of the circle and line. |

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| Secant (not in book) | A line intersecting a circle at $\qquad$ . (Contains a $\qquad$ ). |
| :---: | :---: |
| Congruent Circles | Two circles with the |
| Concentric Circles | Two or more ___ with the same center. |
| Arc of a circle | A part of a circle cut off by $\qquad$ on the circle. Endpoints: the points at the $\qquad$ <br> Symbol: |
| Types of Arcs Semicircle <br> Minor Arc <br> Major Arc | Arc whose endpoints are the endpoints of a $\qquad$ of a circle <br> Named with $\qquad$ <br> Arc $\qquad$ than a semicircle <br> Names with $\qquad$ <br> Arc $\qquad$ than a semicircle. <br> Named with $\qquad$ : |

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| Central Angle | An angle whose vertex is the $\qquad$ of the circle, and whose sides are $\qquad$ of the circle. |
| :---: | :---: |
| Arc Measure | The number of $\qquad$ of an arc. <br> A full circle has an arc measure of $\qquad$ <br> Arc measure = $\qquad$ <br> Named $\qquad$ <br> NOTE: not the same as arc length |

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Section 1.8
Space

## H.Geometry - Chapter 1 - Definition Sheet

## Section 1.9

Definition of:

- A $\qquad$ mapping of points
in a figure to points in a resulting figure
- Manipulating an original figure to get a new figure

The original figure


Preimage: $\triangle A B C$

- The resulting figure
- Notation: often indicated with primes (apostrophes)


Image: $\triangle A^{\prime} B^{\prime} C^{\prime}$
NOTE: $\qquad$ correspondence:

- Each $\qquad$ point has exactly one $\qquad$ point
- Each $\qquad$ point comes from exactly one $\qquad$
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Some Types of


# H.Geometry - Chapter 1 - Definition Sheet <br> Types of Isometries 

## 1. Translation (slide)

Definition:

Translation Vector: defines the $\qquad$ and $\qquad$
of a translation.

Example: Translating $\triangle A B C$ by vector $f v$.


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2. Rotation (turn)

Definition:

Direction: $\qquad$ or $\qquad$ .

Magnitude: the number of degrees to rotate.
Positive magnitude: $\qquad$
Negative magnitude: $\qquad$

Example: Rotating $\Delta G H I$ by $-80^{\circ}$ around point $P$.


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## 3. Reflection (flip)

## Definition:



Reflection Line Conjecture: The reflecting line is the $\qquad$ of the segment between a preimage point and its image.

Example: Reflecting $\Delta L K$ over line $m$ : $r_{m}(\Delta L K)$
$m$


## 4. Glide Reflection (walk)

Definition: a combination of a $\qquad$ and a $\qquad$
Sample:



