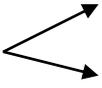
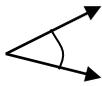


# Geometry Vocabulary

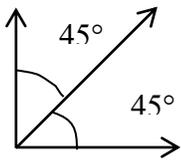
**acute angle**-an angle measuring less than 90 degrees



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

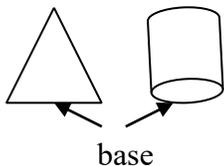


**angle bisector**-an angle bisector is a ray that cuts an angle exactly in half, making two equal angles

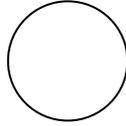


**attribute**- a characteristic of an object, such as color, shape, or size

**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)

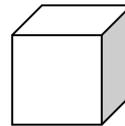


**congruent**- geometric figures having the same size and shape; all corresponding parts of congruent figures have the same measure

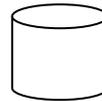


**coordinate plane**-the grid system in which the x-axis and y-axis provide reference points

**cube**-a three-dimensional object with 6 square faces

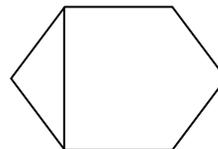


**cylinder**- three-dimensional figure with a curved surface and two circular bases

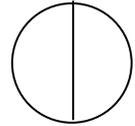


**degree**-a unit of measure of angles; there are 360 degrees in a circle

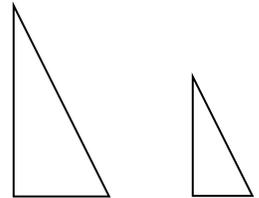
**diagonal**- for a polygon in the plane, any line segment joining non-adjacent vertices.



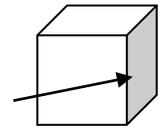
**diameter**-the distance across the widest part of a circle; twice the radius; also defined as a chord that passes through the center of a circle



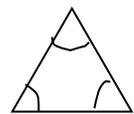
**dilation**- shrinking or stretching the figure



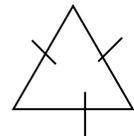
**edge**- a line segment at the intersection of two faces of a polyhedron



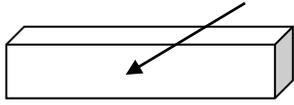
**equiangular triangle**- a triangle which all angles are congruent



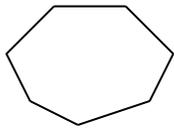
**equilateral triangle**- a triangle which all the sides are congruent.



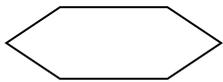
**face**- a polygonal region of a three-dimensional figure



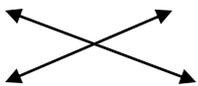
**heptagon**- a polygon with seven sides



**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



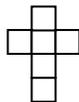
**line of symmetry**-a line over which a figure can be reflected, resulting in a figure that looks exactly like the original



**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



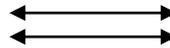
**octagon**- a polygon with eight sides



**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.



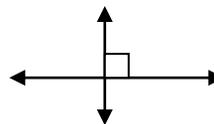
**parallelogram**-a quadrilateral with both pairs of opposite sides parallel.



**pentagon**- a polygon with five sides



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

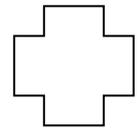


**plane**-one of the three undefined figures in geometry, a plane is a flat expanse, like a sheet of paper, that goes on forever

**plane figure**-any two dimensional figure

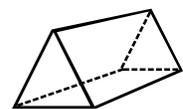
**point**-one of the three undefined figures in geometry, a point is a location with no length, width, and height.

**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



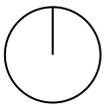
**pyramid-** a geometric solid with a base that is a polygon and all other faces are triangles with a common vertex



**quadrilateral-** a polygon with four sides



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



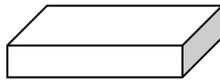
**ray-** a portion of a line extending in one direction from a point



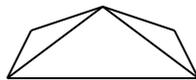
**rectangle-** a quadrilateral in which all the angles have the same measure (90 degrees)



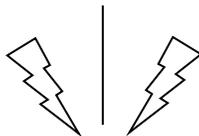
**rectangular prism-** a three-dimensional figure with parallelogram faces and two parallel, congruent rectangular bases.



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



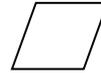
**reflection (flip)-** a transformation which produces the mirror image of a figure (i.e., flipping a figure across a line)



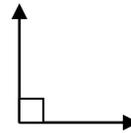
**regular polygon-** a polygon in which all angle and all sides are congruent; examples- equilateral triangle, square, regular octagon



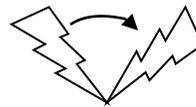
**rhombus-** a quadrilateral in which all sides have the same length



**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).



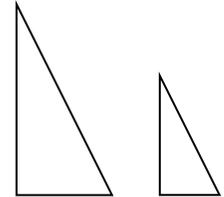
**scalene-** a polygon is scalene if its sides are all different lengths



**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



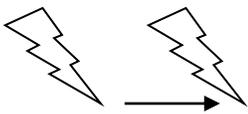
**tessellation-** covering of the plane, sometimes referred to as a tiling, referring to the way that tiles cover a floor



**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

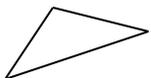
**translation (slide)-** a transformation that slides a figure a given distance in a given direction



**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

