

## • • • • • • • • • Table of Contents

How to Use This Book	Practice Computing Areas	
NCTM Standards 4	with Square Units	
Unit 1 How to Name and Measure Angles 5	Unit 6 How to Compute Area25	
Practice Identifying Angles 6	Practice Computing the Areas of Squares 26	
Practice Measuring Angles with a Protractor	Practice Computing the Areas of Rectangles and Parallelograms	
Practice Measuring More Angles	Practice Computing the Areas of Triangles 28	
with a Protractor 8	Unit 7	
Unit 2	How to Use a Compass	
How to Identify and Measure the Interior Angles of a Triangle	Practice Inscribing Triangles in a Circle 30	
Practice Identifying Triangles	Practice Inscribing Hexagons in a Circle 31	
Practice Computing the Interior	Practice Inscribing Squares in a Circle 32	
Angles of a Triangle	Unit 8	
Practice Measuring the Angles of a Triangle with a Protractor	How to Recognize Symmetry, Congruence, and Similarity	
Unit 3	Practice Drawing with Lines of Symmetry 34	
How to Identify Polygons	Practice Identifying Congruent Shapes 35	
Practice Identifying Polygons	Practice Recognizing Similar and Congruent Figures	
Practice Measuring Angles in Quadrilaterals	Unit 9	
Practice Measuring Angles in	How to Work with Solid Figures 37	
Other Polygons	Practice Identifying Solid Figures 38	
Unit 4	Practice Identifying Faces, Edges,	
How to Compute Perimeter	and Vertices	
	Practice Euler's Formula with Polyhedrons 40	
Rectangles, and Parallelograms 18	Unit 10	
Practice Computing the Perimeter of Other Quadrilaterals	Practice Working with Radius and Diameter41	
Practice Computing the Perimeter of	Practice Working with Circles	
Regular Polygons 20	Unit 11	
Unit 5	Practice Working with Tessellations	
How to Compute Areas of	(Triangles and Rectangles)	
Geometric Shapes	Practice Working with Tessellations	
Practice Computing Areas of	(Hexagons and Triangles) 44	
Geometric Shapes	Unit 12 (Technology)	
Practice Computing Areas	Using Shapes to Create Artwork 45	
with Graph Paper23	Answer Kev 47	

The following chart contains other polyhedra. Can you use Euler's formula to determine the number of faces (F), vertices (V), and edges (E) for each figure? Fill in the chart.

Euler's Formula: F + V - 2 = E

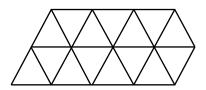
Polyhedron	Faces	Vertices	Edges
pentahedron			
decahedron			
heptahedron			



## Working with Tessellations (Triangles and Rectangles)

## **Facts to Know**

A *tessellation* is a repeated pattern using geometric figures that cover a surface entirely. There are no spaces between the figures. This tessellation is made with equilateral triangles.

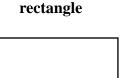


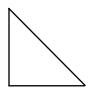
**Directions:** Use the figures to extend the tessellations shown below by outlining the figures as often as you can in the space provided.

square

equilateral triangle

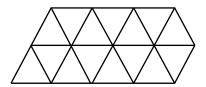




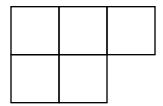


isosceles right triangle

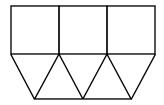
1. equilateral triangle tessellation



2. square tessellation



3. equilateral triangle and square tessellation



4. isosceles right triangle tessellation

