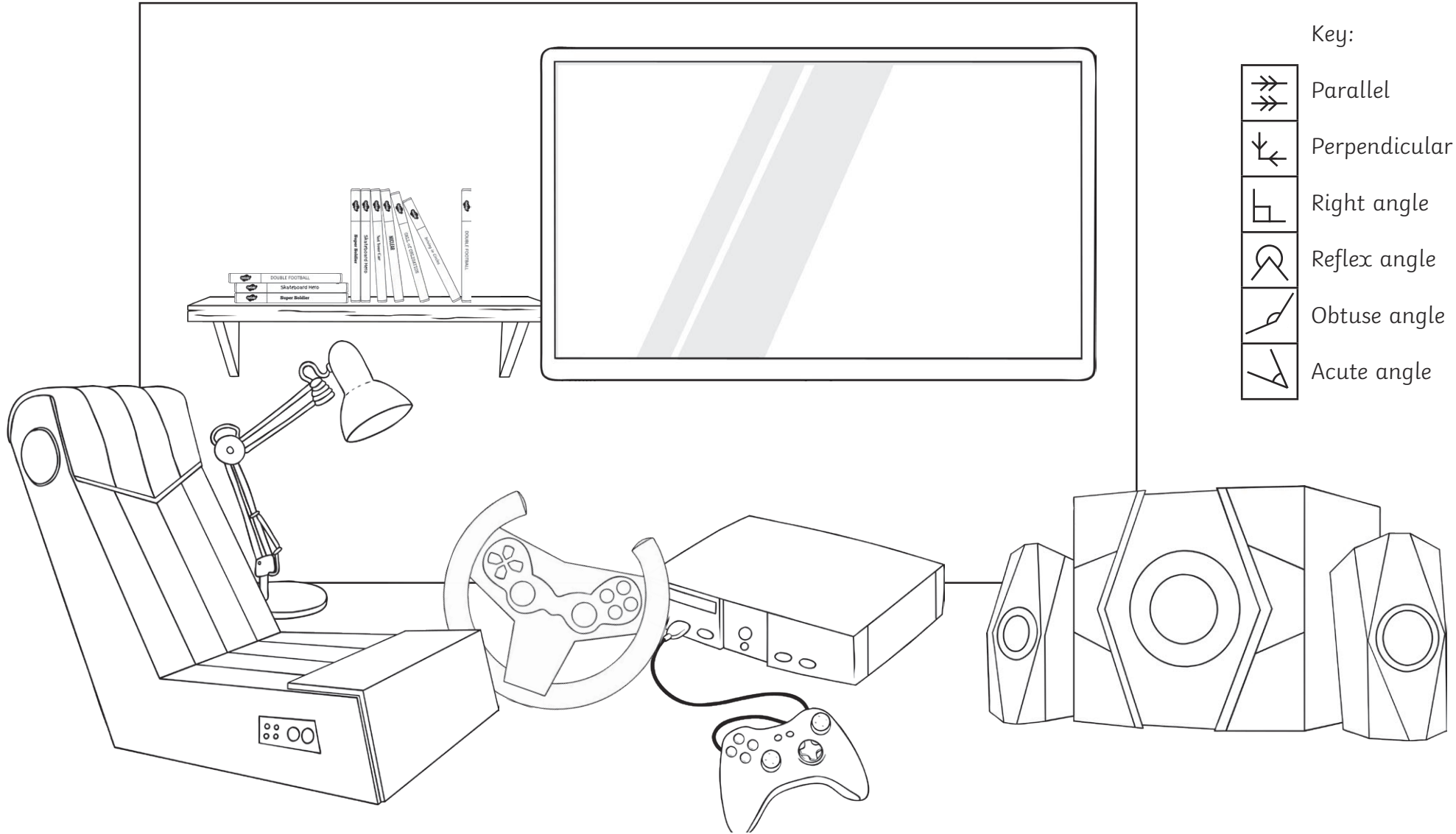


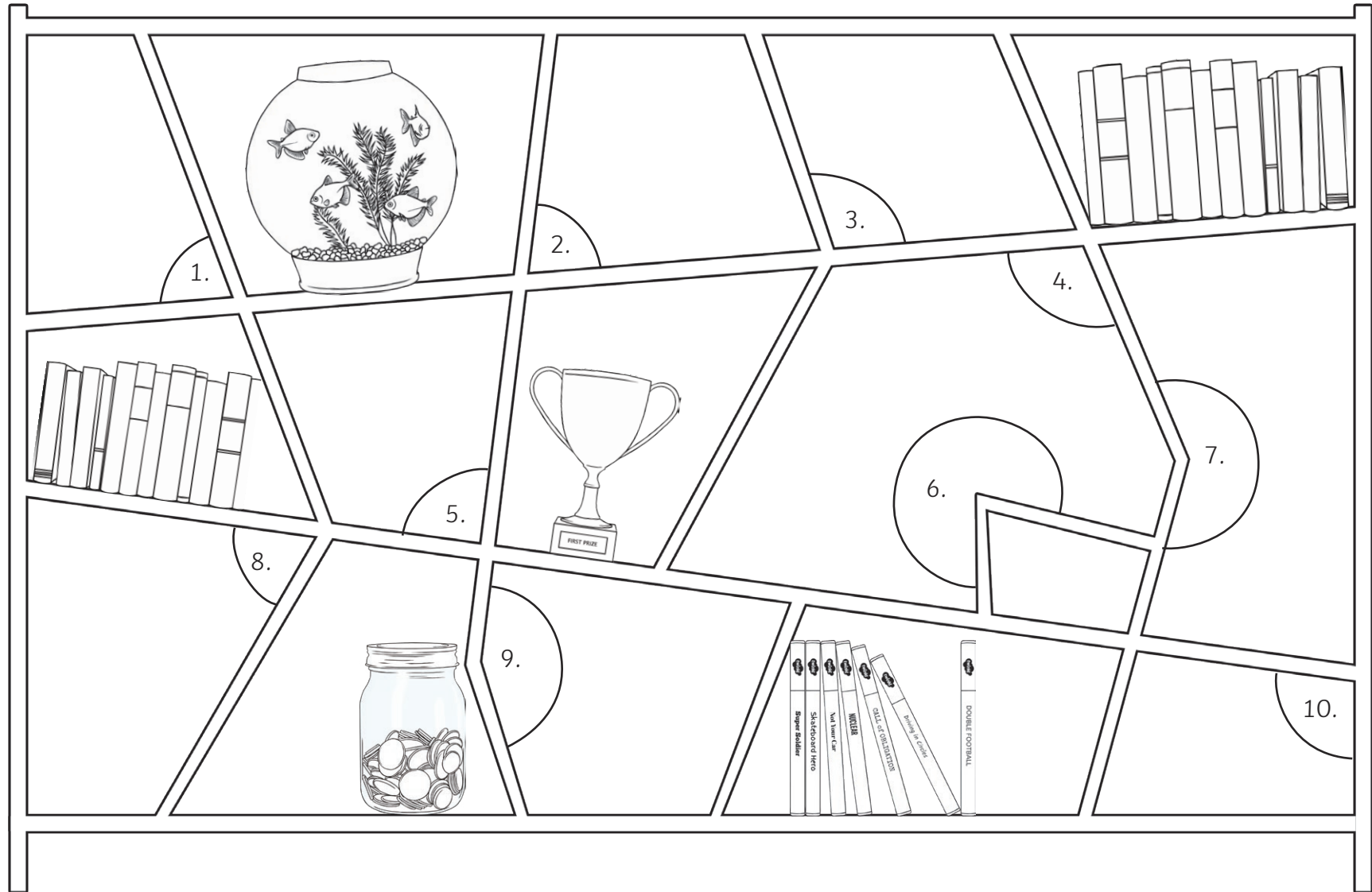
Gaming Room

How many different types of lines and angles can you find in the gaming room? Use the key to correctly mark them.



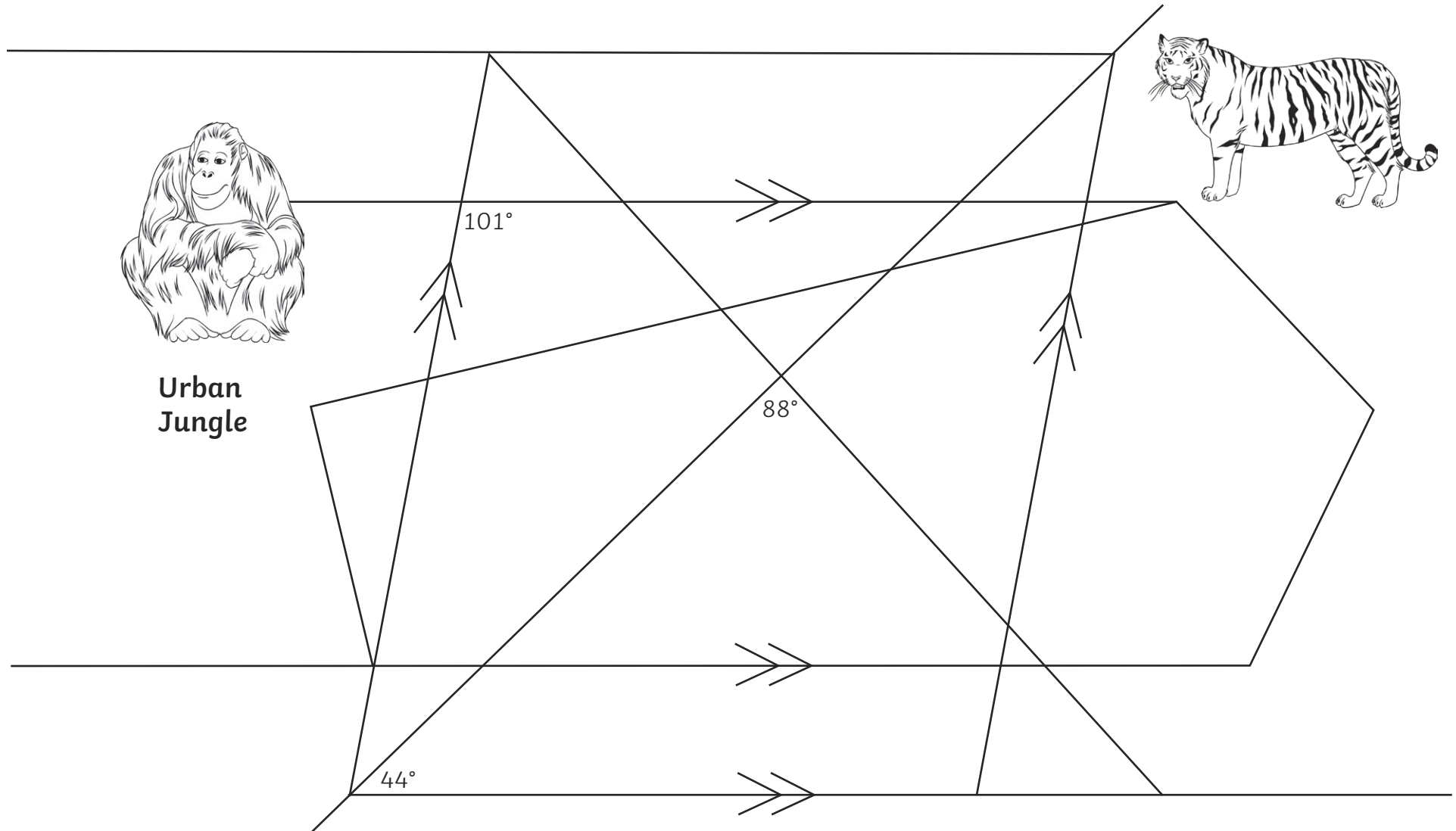
Multi Media Shelving

Trendy furniture or disastrous DIY? Your call! Measure the numbered angles while you decide...



Gaming App Design

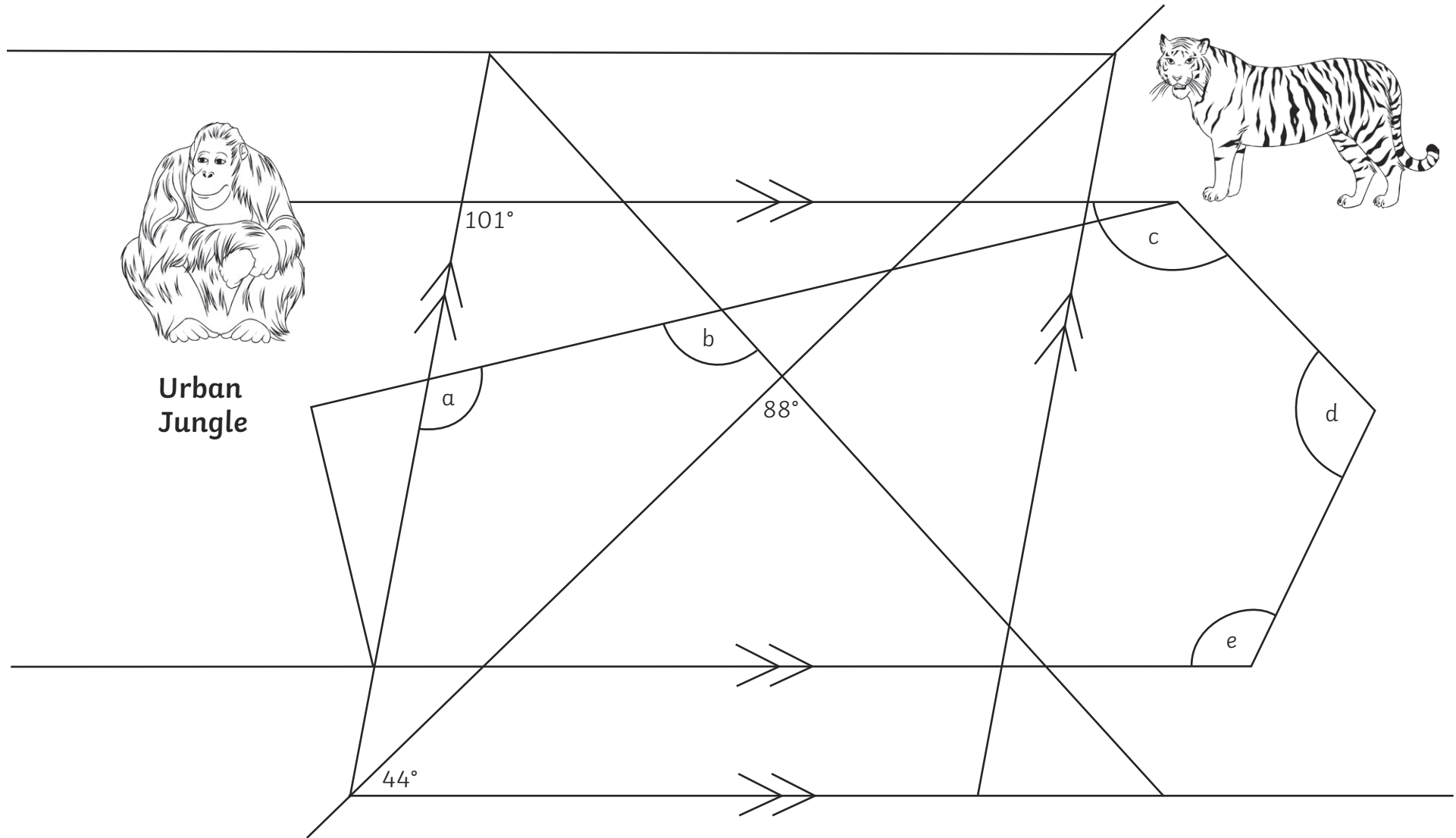
How many missing angles can you deduce? Justify your answers.



**Urban
Jungle**

Gaming App Design

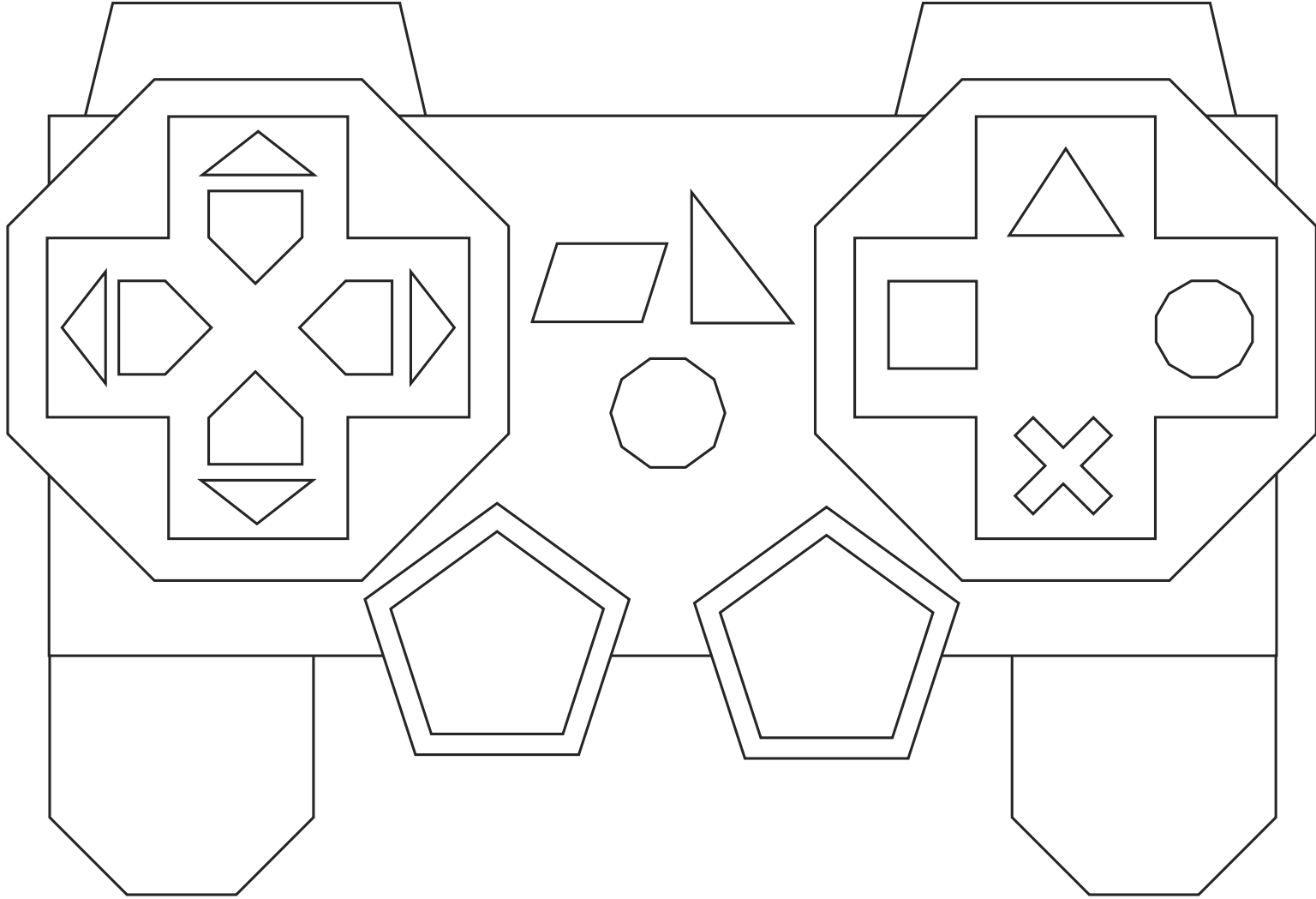
Challenge questions: Suggest values for the lettered angles. Give reasons for your suggestions.





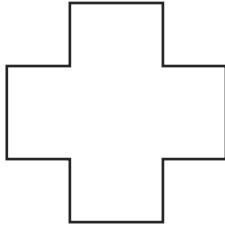
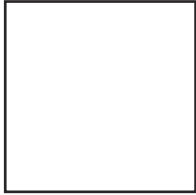
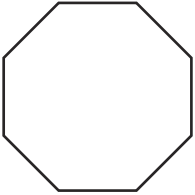
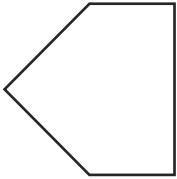
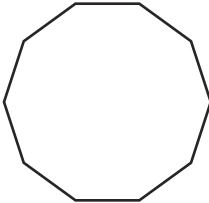
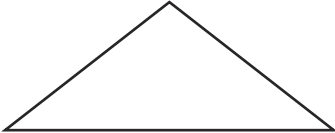

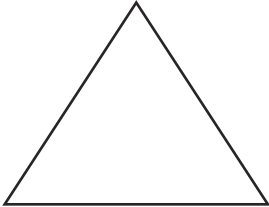
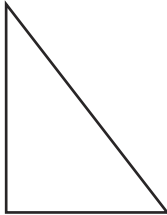
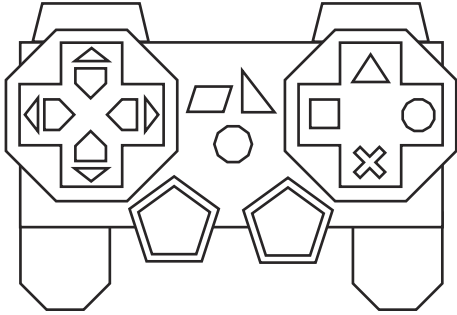
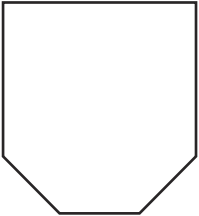
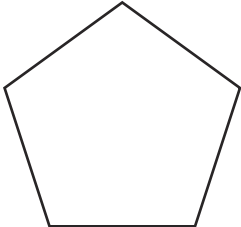
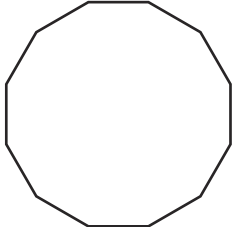
Game Controller Design

How many different shapes can you see in this game controller?

What do you know about the angles in each of these shapes? Complete the shape table provided.



Shape Table: Deduce or Estimate the Angles

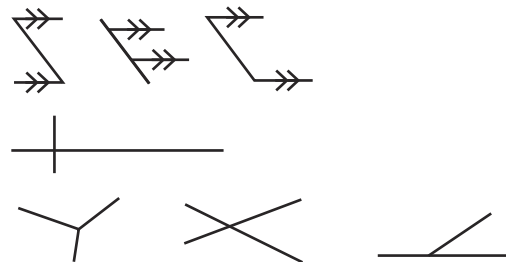
 <p>rectangle</p>	 <p>parallelogram</p>	 <p>irregular dodecagon</p>	 <p>square</p>
 <p>regular octagon</p>	 <p>irregular pentagon</p>	 <p>regular decagon</p>	 <p>isosceles triangle</p>
 <p>trapezium</p>	 <p>equilateral triangle</p>	 <p>right-angled triangle</p>	<p>Write the values by each angle. Why not measure them to see if you are right?</p> 
 <p>irregular hexagon</p>	 <p>regular pentagon</p>	 <p>regular dodecagon</p>	

Gaming App Design



You might want to include:

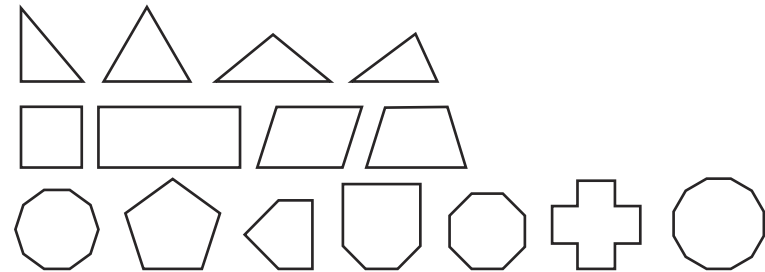
- parallel lines (alternate angles, corresponding angles, interior angles);
- perpendicular lines (right angles);
- angles: around a point, vertically opposite, on a straight line.



Game Controller **Design**

You might want to include:

- triangles (right angled, equilateral, isosceles, scalene);
- quadrilaterals (square, rectangle, parallelogram, trapezium, rhombus, kite);
- polygons (regular, irregular).



Shape Table: Deduce or Estimate the Angles

Shape name:	Shape name:	Shape name:	Shape name:
Shape name:	Shape name:	Shape name:	Shape name:
Shape name:	Shape name:	Shape name:	Shape name:
Shape name:	Shape name:	Shape name:	Write the values by each angle. Why not measure them to see if you are right?