## Maths Need to Know Geometry

## Triangles

The sum of interior angles in a triangle is $180^{\circ}$.


## Right-Angled:

Contains one angle of $90^{\circ}$.


## Scalene:

All sides and all angles different.


## Isosceles:

Has two sides of equal length and contains two equal angles.
These lines show equal angles.


Equilateral:
All sides and all angles $\left(60^{\circ}\right)$ are equal.
These lines show equal lengths.

## Quadrilaterals

The sum of interior angles in a quadrilateral is $360^{\circ}$.


## Square:

All sides are equal length, opposite sides parallel, all right-angles.


## Rectangle:

Opposite sides are equal length and parallel, all right-angles.


## Parallelogram:

Opposite sides are equal length and parallel, diagonally opposite angles are equal, no right-angles.


Trapezium:
One pair of parallel sides of unequal length.


## Rhombus:

All sides are equal length, opposite sides parallel, opposite angles are equal, no right-angles.

Two sets of equal sides next to each other, no lines parallel. There are two equal angles where the longer sides meet the


## Polygons

The sum of interior angles for any polygon is $180^{\circ} \times($ Number of sides $(n)-2)=180(n-2)$


## Regular Polygon:

All sides are equal length with equal interior angles.


## Irregular Polygon:

Sides and interior angles are not all equal.


## Parallel Lines

Useful for drawing certain quadrilaterals.
Parallel lines are always the same distance apart running side by side, therefore they never meet. (The matching arrows on the lines indicate they are parallel.)

To ensure you are drawing parallel lines accurately, it helps to know the following: Interior angles $a$ and $b$ add up to $180^{\circ}$.


## Example:

- Draw a straight horizontal line.
- Draw a vertical(ish) line through it.
- Measure the angle (a).
- If angle $a$ is $75^{\circ}$, angle $b$ will be $105^{\circ}$.
- And the parallel line can be drawn from that.
- Obviously the easiest angle to choose would be a right angle!


## Perpendicular Lines

Useful for drawing certain quadrilaterals and certain triangles.
Perpendicular means lines that meet at $90^{\circ}$. So just do that... using a protractor for accuracy of course!

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