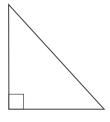
# Maths Need to Know Geometry

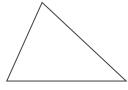
# Triangles

The sum of interior angles in a triangle is 180°.



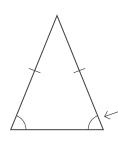
**Right-Angled:** 

Contains one angle of 90°.

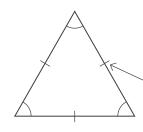


## Scalene:

All sides and all angles different.



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



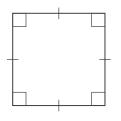
## **Equilateral**:

**All** sides and **all** angles (60°) are equal.

These lines show equal lengths.

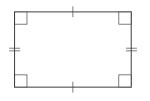
# Quadrilaterals

The sum of interior angles in a quadrilateral is 360°.



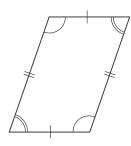
#### Square:

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



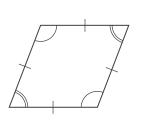
### **Rectangle:**

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



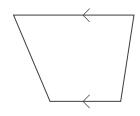
## Parallelogram:

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



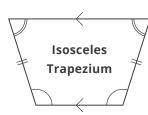
#### Rhombus:

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





#### **Trapezium:** One pair of parallel sides of unequal length.





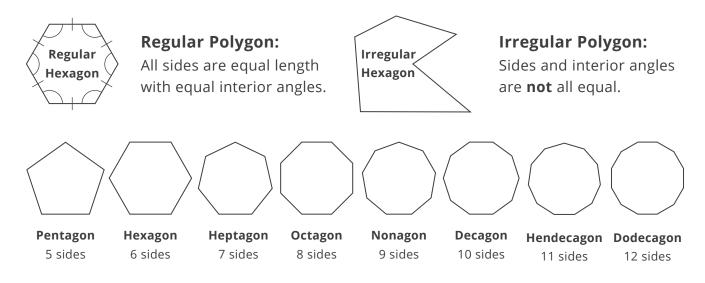
#### Kite:

Arrow Kite

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

# Polygons

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



# **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°.** 

#### Example:

- Draw a straight horizontal line.
- Draw a vertical(ish) line through it.
- Measure the angle (*a*).
- If angle a is 75°, angle b will be 105°.
- 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°. So just do that... using a protractor for accuracy of course!

