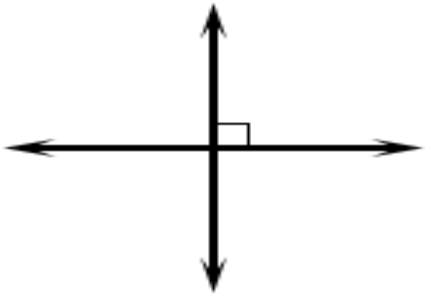
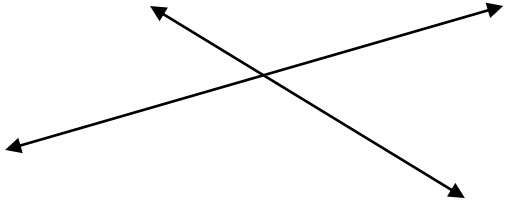
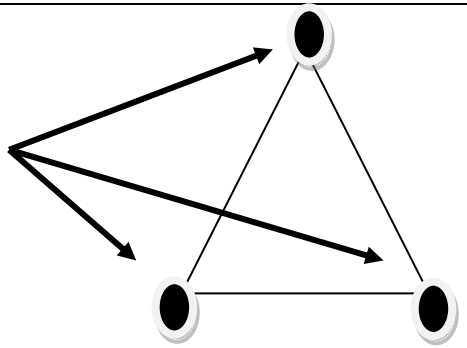
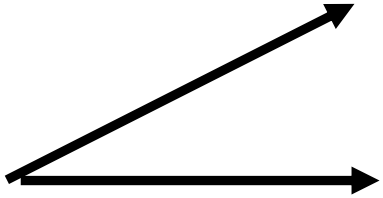
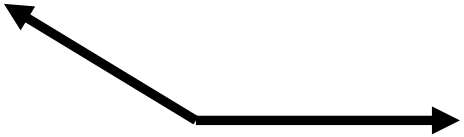
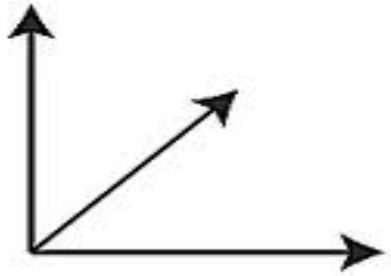
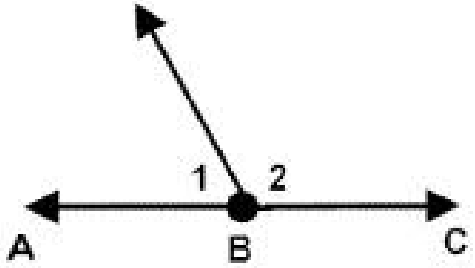
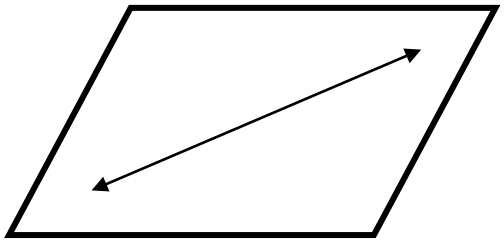
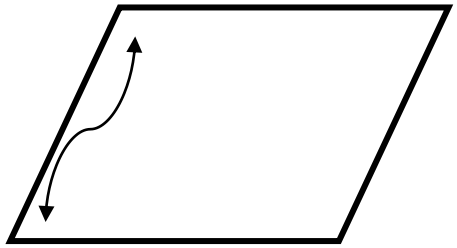
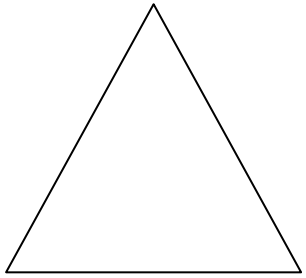
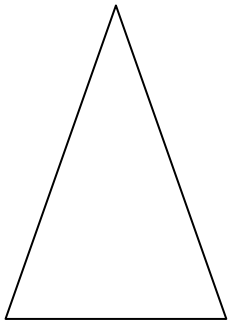
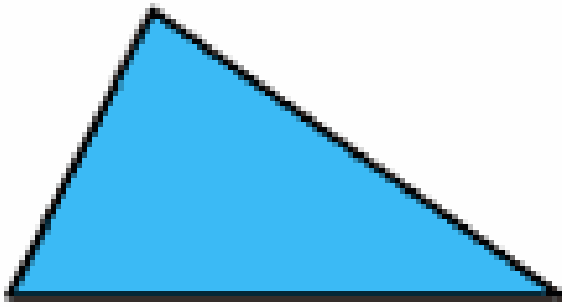
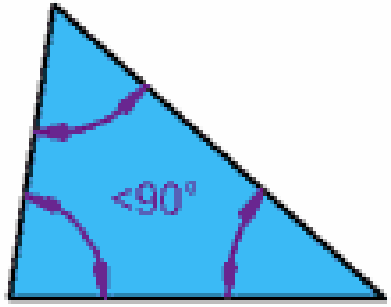
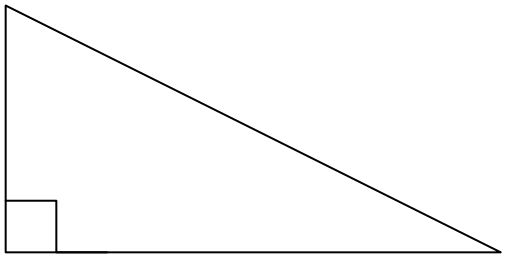
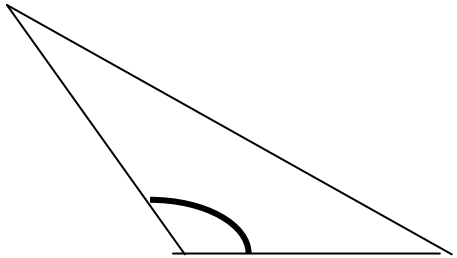
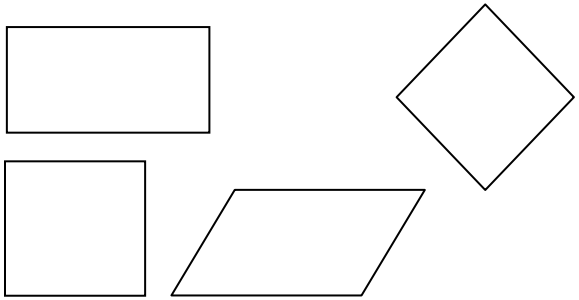
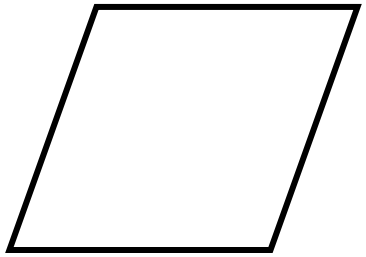
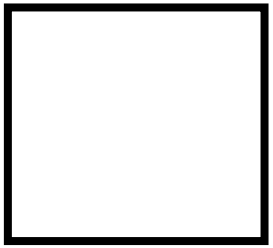
parallel lines		lines that stay same distance from each other forever and never intersect
perpendicular lines		lines that cross at a point and form 90° angles
intersecting lines		lines that cross at a point
vertices		a point where two or more lines come together; also called a corner on a polygon

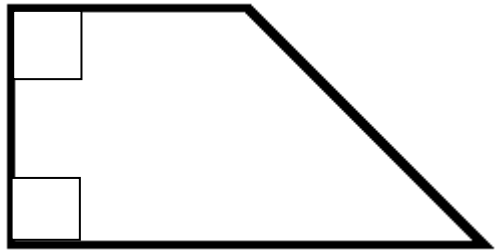
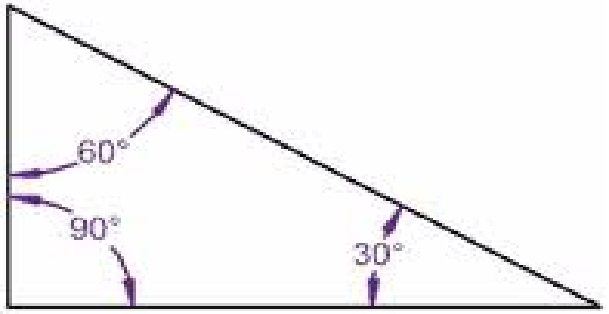
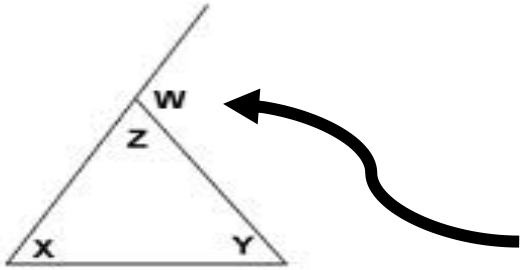
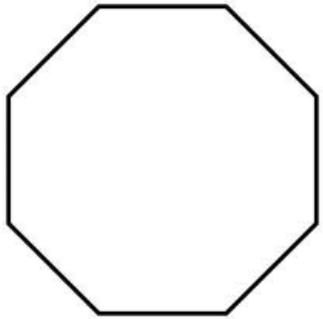
acute angle		an angle that is less than 90°
obtuse angle		an angle that is more than 90° and less than 180°
right angle		an angle that is exactly 90°
straight angle		an angle that is exactly 180°

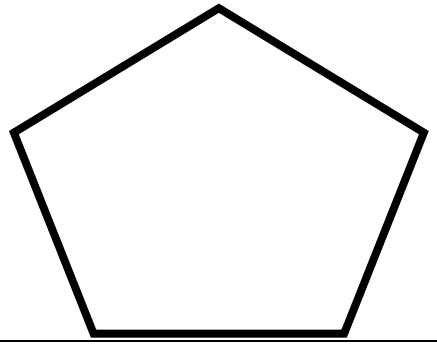
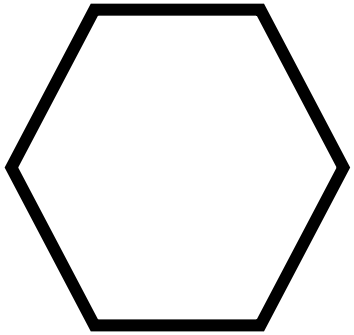
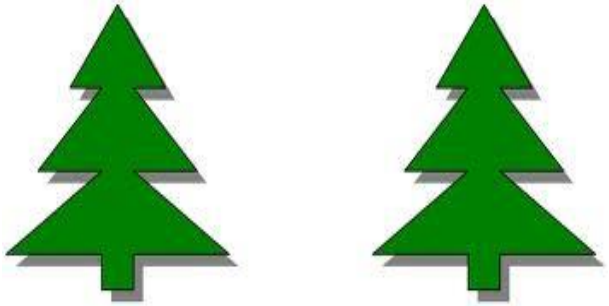
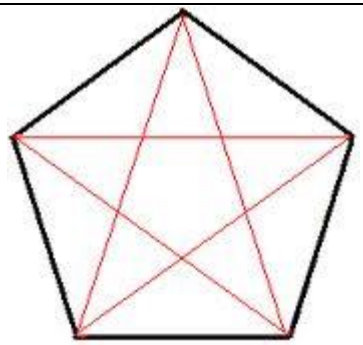
complementary angles		two angles that add up to 90°
supplementary angles		two angles that add up to 180°
opposite angles		angles that are across from each other; they do not share a side or vertex
adjacent angles		two angles that are formed with a common side

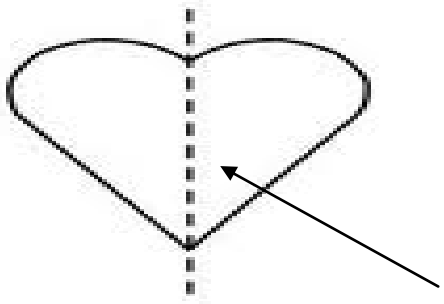
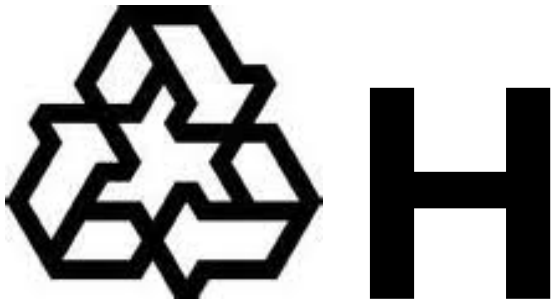
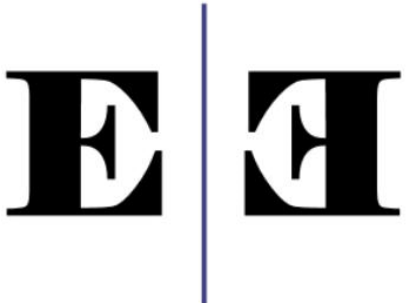
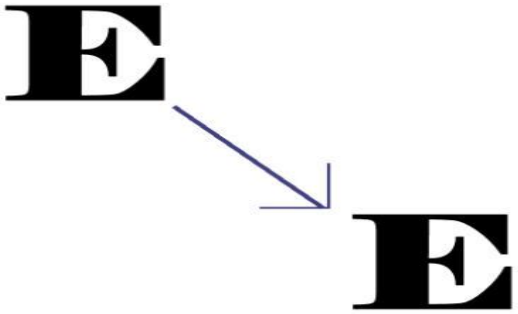
equilateral triangle		a triangle with three equal sides
isosceles triangle		a triangle with two equal sides
scalene triangle		a triangle with no equal sides
acute triangle		A triangle with all acute angles

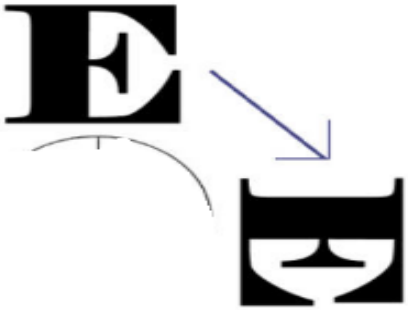
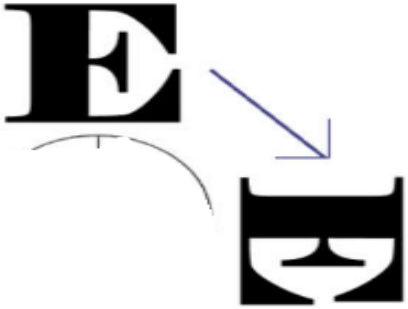
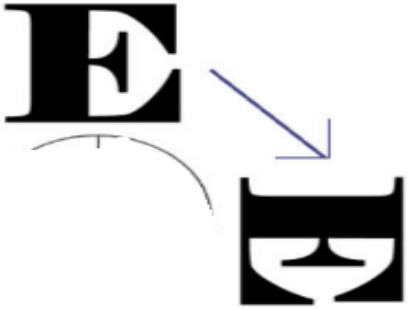
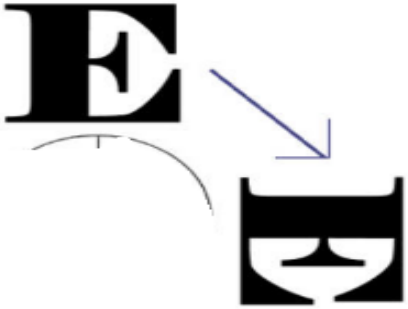
right triangle		A triangle with one right angle
obtuse triangle		A triangle with one obtuse angle
quadrilateral		a four sided polygon; angles total 360°
parallelogram		contains two sets of parallel sides

rhombus		contains two sets of parallel sides that are all congruent
rectangle		contains two sets of parallel sides that form four 90° angles
square		contains two sets of parallel sides that form four 90° angles; all sides are congruent
isosceles trapezoid		**a quadrilateral that contains one set of parallel sides; also contains two opposite congruent sides**

right trapezoid		a quadrilateral that contains on set of parallel sides and contains two right angles
interior angles		the angles inside of a figure; in a triangle, these add up to 180°
exterior angles		the angles on the outside of a figure when the sides are extended
octagon		an 8-sided polygon

pentagon		a 5-sided polygon
hexagon		a 6-sided polygon
congruent		a word meaning equal or same; it is used to describe figures, sides, and angles
diagonal		a line that cuts across a figure connecting two vertices that are not adjacent

line symmetry		a figure has this when a line can divide it into two congruent parts
rotational symmetry		**a figure has this when can be turned around a point and look exactly the same as its original image after some rotating**
reflection		a transformation that moves a figure by flipping it across a line
translation		a transformation that moves a figure in a straight line without turning or flipping

rotation		a transformation that moves a figure by turning it
rotation		a transformation that moves a figure by turning it
rotation		a transformation that moves a figure by turning it
rotation		a transformation that moves a figure by turning it

Suggestions for Teachers:

Because of the large number of cards in this set of flashcards, you can make it more manageable for students by **printing each page on a different color**. (The last page should probably be the same color as another one of your sheets---I just made it all rotation cards to save on paper).

Print them on cardstock to make them more durable.

I have given you two versions of GEOMETRY SWIPE that you can play with these cards. When you have each page on a different color, this game will work much more smoothly for students and provide just enough challenge to be fun (versus them trying to go through all the cards at once that are all on the same color paper).

How to play Geometry swipe:

1. In partners, students decide if they want to play with two sets of colored cards or just one (two will provide more challenge). Mix them up and put them between students.

2. Student chooses one card and lays it under either WORD, PICTURE, or DEFINITION. Next player does the same, but decides if the card is for a new vocabulary word or goes with the one already laid on the game board.

3. Play continues until one player picks a card that completes a set (perhaps the RHOMBUS vocabulary word and picture are on the game board and the student picks up the definition). They call GEOMETRY SWIPE and pick up the three words in that row. Now the student has 3 points and game continues.

4. After all cards that students started with have been laid down, matched, and picked up, they put more sets of cards in the middle and continue play.(The WORD/PICTURE game board is for students who are having difficulty with the vocabulary and would be more successful without trying to add in the definitions right off, especially good for English Language Learners or students with learning disabilities.)

GEOMETRY SWIPE

WORD	PICTURE	DEFINITION

Geometry Swipe

WORD	PICTURE