

# YEAR 7 — LINES AND ANGLES

## Constructing, measuring and using geometric notation

### What do I need to be able to do?

By the end of this unit you should be able to:

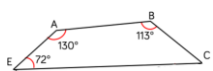
- Use letter and labelling conventions
- Draw and measure line segments and angles
- Identify parallel and perpendicular lines
- Recognise types of triangle
- Recognise types of quadrilateral
- Identify polygons
- Construct triangles (SAS, SSS, ASA)
- Draw Pie charts

### Keywords

**Polygon** — A 2D shape made with straight lines  
**Scalene triangle** — a triangle with all different sides and angles  
**Isosceles triangle** — a triangle with two angles the same size and two angles the same size  
**Right-angled triangle** — a triangle with a right angle  
**Frequency** — the number of times a data value occurs  
**Sector** — part of a circle made by two radii touching the centre  
**Rotation** — turn in a given direction  
**Protractor** — equipment used to measure angles  
**Compass** — equipment used to draw arcs and circles

### Letter and labelling convention

The letter in the middle is the angle  
 The arc represents the angle

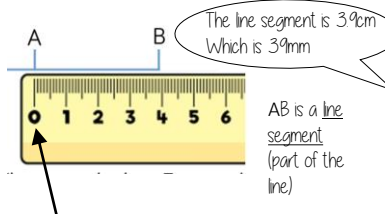


**Angle Notation:** three letters ABC  
 This is the angle at B =  $113^\circ$

**Line Notation:** two letters EC  
 The line that joins E to C

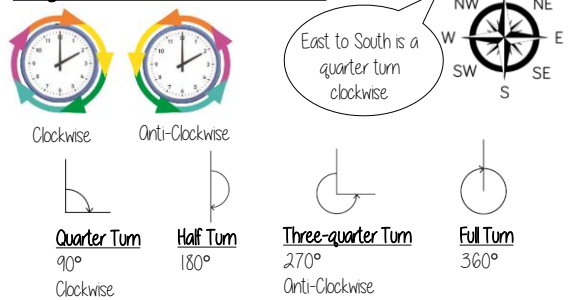
### Draw and measure line segments

**Conversions** 1cm = 10mm, 1m = 100cm

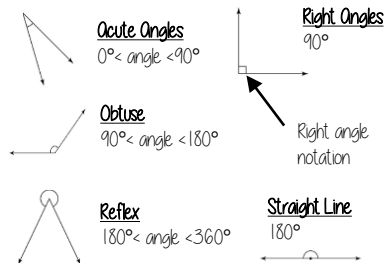


Make sure the start of the line is at 0.

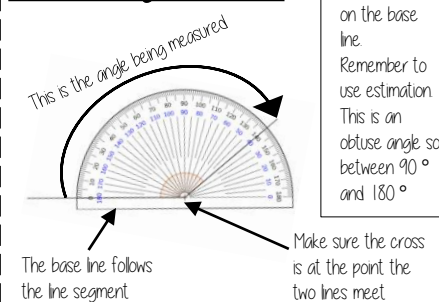
### Angles as measures of turn



### Classify angles

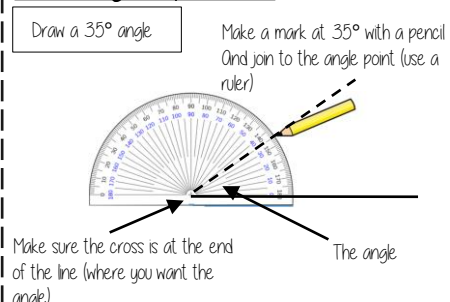


### Measure angles to 180°

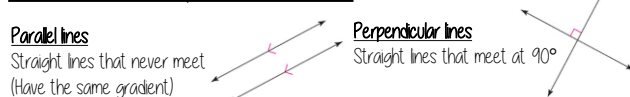


Read from  $0^\circ$  on the base line.  
 Remember to use estimation.  
 This is an obtuse angle so between  $90^\circ$  and  $180^\circ$

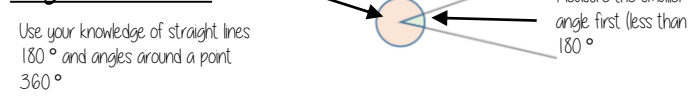
### Draw angles up to 180°



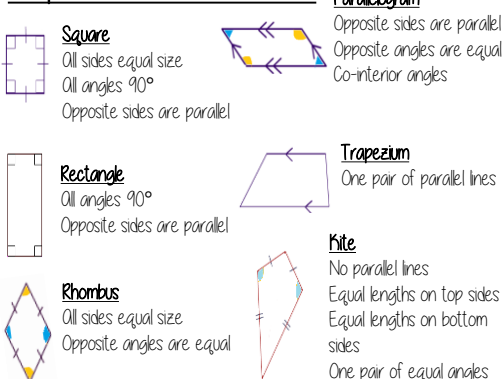
### Parallel and Perpendicular lines



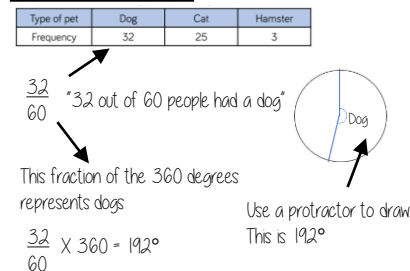
### Angles over 180°



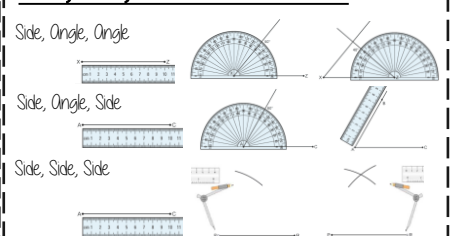
### Properties of Quadrilaterals



### Draw Pie Charts



### SAS, SSS, ASA constructions



### Polygons

3	- Triangle	5	- Pentagon	8	- Octagon
4	- Quadrilateral	6	- Hexagon	9	- Nonagon
		7	- Heptagon	10	- Decagon

If all the sides and angles are the same, it is a **regular** polygon