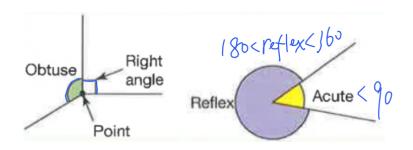
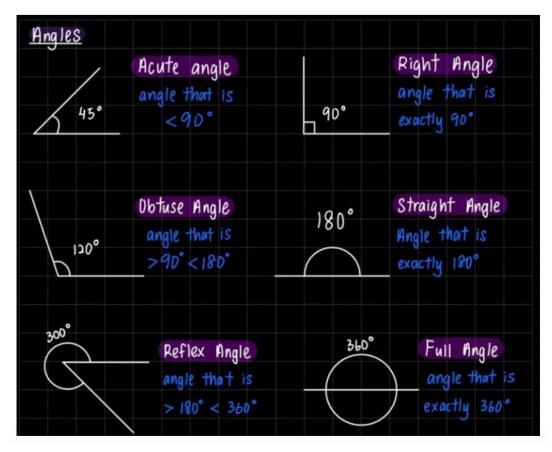
Vocabulary

| Name | Translate | Name | Translate |
|--------------------|-------------|---------------|-----------|
| Right angle | 直角 =90 | pentagon | 五边形 |
| Obtuse angle | 纯角 90-180 | hexagon | 六边形 |
| Acute angle | 锐角 <90 | heptagon | 七边形 |
| reflex angle | 反射角 180-360 | octagon | 八边形 |
| polygon | 多边形 | nonagon | 九边形 |
| congruent | 全等的 Similar | decagon | 士边形 |
| Alternative angles | 内错角 | quadrilateral | 四边形 |
| Parallelogram | 平行四边形 | | |
| | | | |
| | | | |

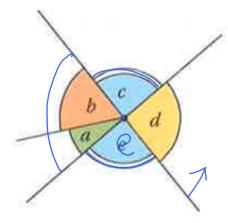
1. Angles and Lines

(1) basic types





(2) Angles at different positions

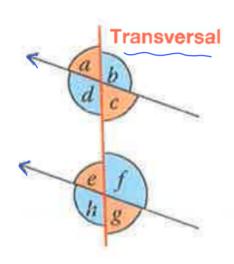


- Angles at a point $a + b + c + d + e = 360^{\circ}$
- Angles on a straight line $a + b + c = 180^{\circ}$, $d + e = 180^{\circ}$ $e + a + b = 180^{\circ}$ and $c + d = 180^{\circ}$
- Vertically opposite angles c = e and a + b = d

(3) Types of angles

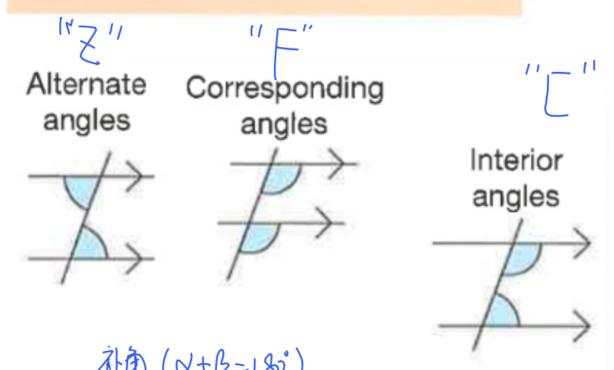
Arrows show that lines are parallel.

A **transversal** is a line that crosses parallel lines.



- Alternate angles \uparrow d = f c = eLook for a Z or S shape.
- Corresponding angles $\begin{bmatrix} \hat{p} \end{bmatrix} \begin{pmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix}$ $a = e \quad b = f \quad c = g \quad d = h$ Look for a \mathbf{F} or \mathbf{F} shape,

- Alternate angles are equal.
- Corresponding angles are equal.
- Interior angles add up to 180°.



(4) Supplementary angles VS complementary angles $\frac{1}{4}$

Angles that add up to 180° are said to be supplementary.

X.B

爾(《卡及=90)

Examples:

Work out the values of x, y and z.

Give reasons for your answers.

Complementary Suppl

$$X = 180^{\circ} - 48^{\circ} = 132^{\circ}$$

Q22N

x is a reflex angle.

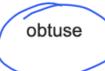
180< X <360°

What type of angle is $\frac{1}{2}x$? $9^{\circ} < \frac{1}{2} \cdot x < 180^{\circ}$

Circle your answer.

acute

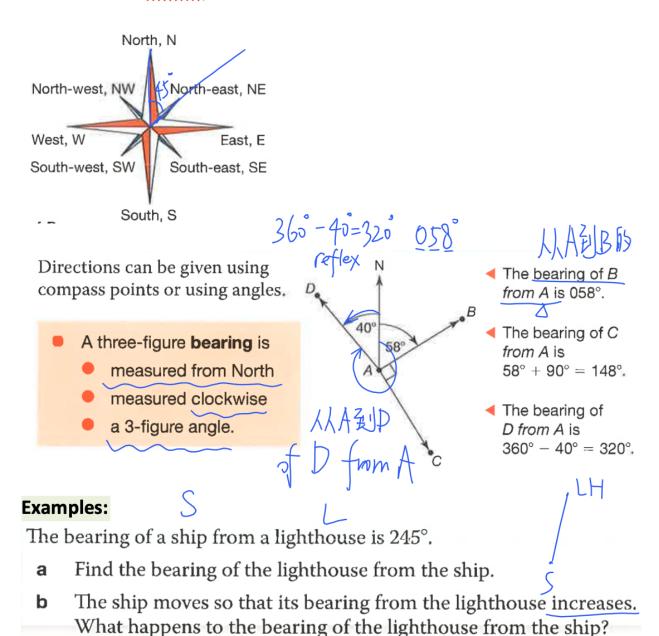
right angle

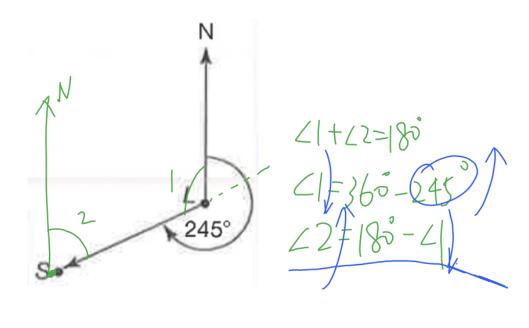


reflex

(Total 1 mark)

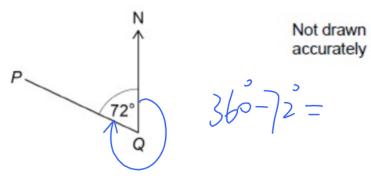
2. Bearing 方向角





Q21N

P and Q are two points.



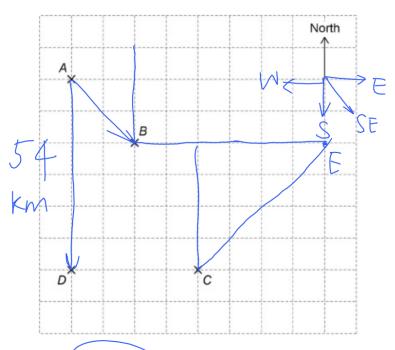
Circle the bearing of P from Q.

072° 108° 252°

Q20N

Here is a map showing four towns, A, B, C and D.

It is drawn to scale on a square grid.



(a) Circle the direction of B from A.

North West

North East

South West

South East

(b) The actual distance of D from A is 54 km

Work out the actual distance of C from D.

(c) E is a different town.

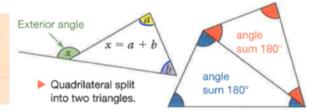
The bearing of E from B is 090°

The bearing of E from C is 045°

Mark the position of *E* on the diagram.

3. Triangles and quadrilaterals

- The sum of the angles of a triangle = 180°.
- The exterior angle of a triangle = the sum of the interior opposite angles.
- The sum of the angles of a quadrilateral = 360°



Triangles

In a scalene triangle, the sides and angles are all different.

An **isosceles** triangle has 2 equal sides and 2 equal 'base' angles. An **equilateral** triangle has 3 equal sides. Each angle is 60°.

Quadrilaterals

In a **parallelogram** both pairs of opposite sides are parallel.

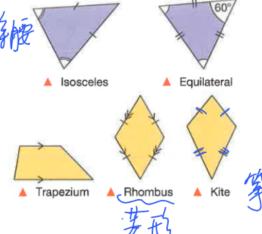
A trapezium has only 1 pair of parallel sides.

A rhombus is a parallelogram with 4 equal sides.

A kite has 2 pairs of equal adjacent sides.

A rectangle is a parallelogram whose angles are all right angles.

A square is a rectangle with 4 equal sides.

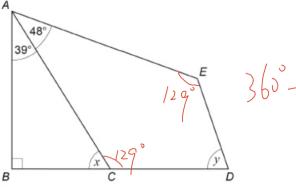


Examples:

1.

b What special type of triangle is *ADC*?

Q18N



ABC is a right-angled triangle.

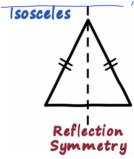
BCD is a straight line.

ACDE is a kite with AC = AE

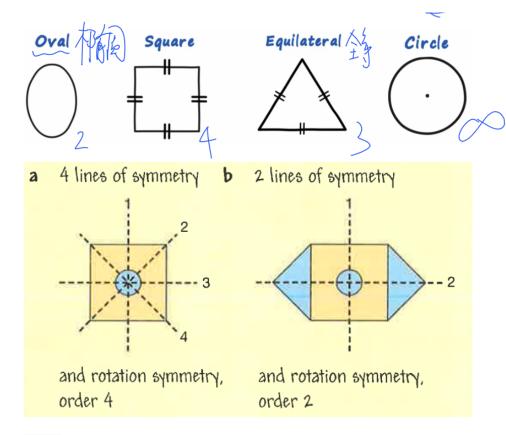
- (a) Show that $x = 51^{\circ}$
- (b) Work out the size of angle y.
- (a) $A = |80^{\circ} LB LBAC |80^{\circ} |80^{$

4. Symmetry

Reflection symmetry & Rotation symmetry



gives an identical-looking shape. The **order of rotation symmetry** is the number of ways a tracing of the shape would fit on top of it as the tracing is rotated through 360°.



Q18N

Here is a shape.



(a) Circle the number of lines of symmetry of the shape.

(b) Circle the order of rotational symmetry of the shape.

0 1 2 4

(1)

Q21N

Rectangle (R)

Parallelogram (P)

Equilateral triangle (E)

Isosceles triangle (I)

Put the letter of each shape into **one** box in the table.

One has been done for you.

Lines of symmetry

| | | 0 | 1 | 2 | 3 | 4 |
|--------------|---|---|---|---|---|---|
| f al y | 1 | |] | | | |
| | 2 | 7 | | R | | |
| | 3 | _ | | | | |
| | 4 | | | | | s |

123

Order of rotational symmetry

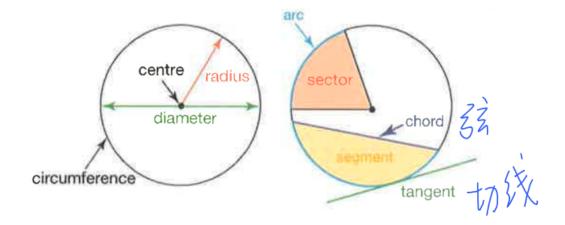
EHC Stone

Circle:

The diagrams show the names of parts of a circle.

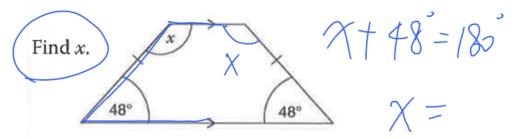
Every diameter of a circle is a line of symmetry.

The order of rotation symmetry is infinite.



Examples:

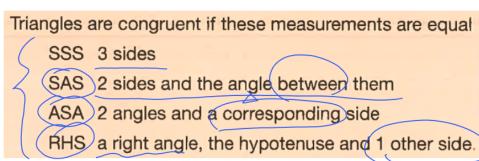
Two angles of this **isosceles trapezium** are equal to 48°.

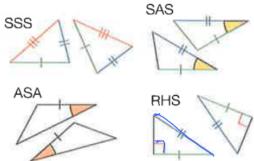


5. Congruence and similarity

(1) Congruent

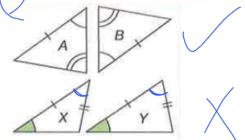
Congruent shapes are exactly equal in size and shape: equal sides and equal angles.





Example:

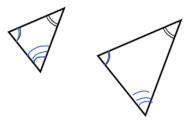
- **a** Is triangle A congruent to triangle B?
- **b** Is triangle *X* congruent to triangle *Y*?



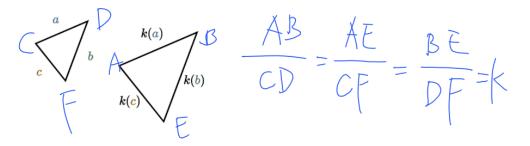
(2) Similar

Similar shapes are the same shape but different in size. Their angles are equal.

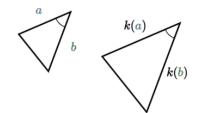
AA: Two pairs of corresponding angles are equal.



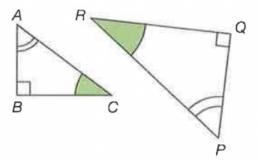
SSS: Three pairs of corresponding sides are proportional.



SAS: Two pairs of corresponding sides are proportional and the corresponding angles between them are equal.

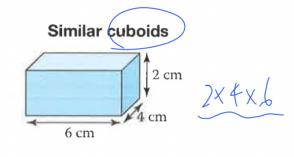


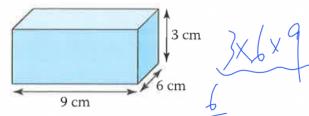
Linear scale factor



- The linear scale factor $=\frac{PQ}{AB} = \frac{QR}{BC} = \frac{RP}{CA}$ in Shapes:
- area scale factor = (linear scale factor)²
- volume scale factor = (linear scale factor)3.

E.g.





Linear scale factor = 1.5 = 4

Surface Area scale factor = 1.5^2

Volume scale factor $= 1.5^3$

Practice:

Q18N

Here are two similar triangles.

Not drawn accurately y cm y cm y cm1.4 cm

2.1 cm

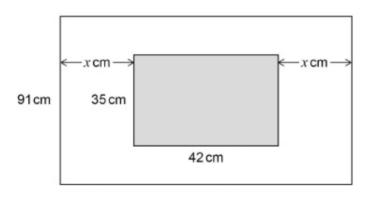
Circle the value of y. y cm1.3 1.5 (Total 1 mark)

Q22N

The shorter sides of a rectangular wall are each 91 cm

A rectangular mirror is 42 cm by 35 cm

The mirror is placed on the wall as shown.

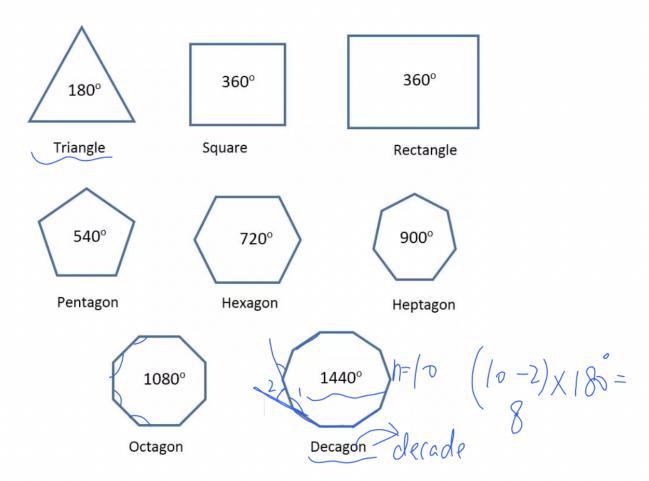


$$\frac{35}{91} = \frac{42}{91}$$
=) $y = 200+4 \times 2$

The rectangles are similar shapes.

Work out the value of x.

6. Polygon angles



- The sum of the interior angles of any polygon
 = (number of sides − 2) × 180°
- The sum of the exterior angles of any polygon ≠ 360°
- Exterior angle of a regular polygon = 360° ÷ number of sides.
- At each vertex: interior angle + exterior angle = 180°