

t_Course Name

t_School Year

t_Unit Of Study

Geometry

2008/2009

Basics of Geometry

The shortest distance from a line to a point not on the line is equal to the length of the perpendicular segment from the point to the line.

Not all sets of three line segments will make a triangle.

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

The shortest distance from a line to a point not on the line is equal to the length of the perpendicular segment from the point to the line.

The distance between points can be calculated.

The length of a line can be determined by thinking about it as a right triangle.

An angle is created by two rays which have a common endpoint.

The measurement of an angle describes the amount the angle is “open” and can be measured in degrees.

Angles can be classified by their measure.

A proof is the sequence of reasons which, when put together, compels you to believe something.

Logic problems can be solved by symbolizing the statements and building a chain of reasons (a “syllogism”).

Proofs can be thought of as a game where the game pieces are definitions, postulates, and theorems and the objective is to build a logical chain of conditional statements (a syllogism) using these pieces to connect the “given” to the “prove”.

A converse of an If, then statement can be created by switching the position of the hypothesis (if) and conclusion (then).

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Parallel Lines

Not all converses are true.

If an if, then statement and its converse are true, then the statement is a biconditional.

A straight edge and compass can be used to create geometric figures.

A compass is used to measuring lengths by making circles and arcs.

Some parts of a construction can be places wherever you want, while others have to be determined.

If you want a line to be in a specific location, then you have to have two points that it goes through. These points can be created by the intersection of two lines, two arcs, or a line and an arc.
