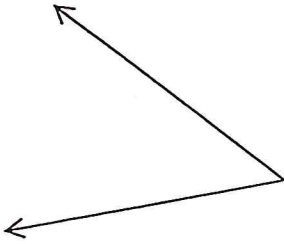


Angle Constructions

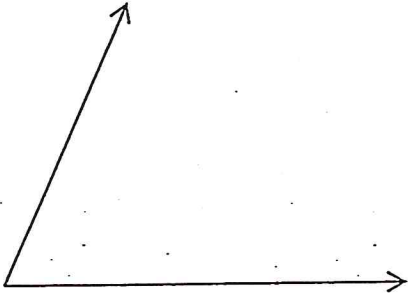
- 1.) Construct a copy of the given angle, but have the rays pointing in a different direction.

-Label and name your new angle.



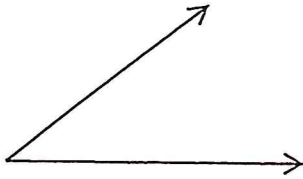
- 2.) Construct the bisector of the angle. (Bisector = cut in half).

-Label and name your new angles.



- 3.) Construct an angle whose measure is twice that of the angle given.

-Label and name your new angle.



- 4.) Construct an angle whose measure is equal to the sum of the measures of the angles given.

-Label and name your new angle.

