

Name \_\_\_\_\_

Date \_\_\_\_\_

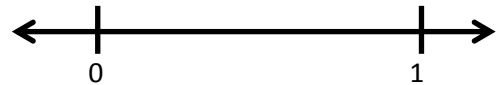
1. Use the following directions to draw a figure in the box to the right.
  - a. Draw two points:  $W$  and  $X$ .
  - b. Use a straightedge to draw  $\overline{WX}$ .
  - c. Draw a new point that is not on  $\overline{WX}$ . Label it  $Y$ .
  - d. Draw  $\overline{WY}$ .
  - e. Draw a point not on  $\overline{WX}$  or  $\overline{WY}$ . Call it  $Z$ .
  - f. Construct  $\overleftrightarrow{YZ}$ .
  - g. Use the points you've already labeled to name one angle. \_\_\_\_\_



2. Use the following directions to draw a figure in the box to the right.
  - a. Draw two points:  $W$  and  $X$ .
  - b. Use a straightedge to draw  $\overline{WX}$ .
  - c. Draw a new point that is not on  $\overline{WX}$ . Label it  $Y$ .
  - d. Draw  $\overline{WY}$ .
  - e. Draw a new point that is not on  $\overline{WY}$  or on the line containing  $\overline{WX}$ . Label it  $Z$ .
  - f. Construct  $\overleftrightarrow{WZ}$ .
  - g. Identify  $\angle ZWX$  by drawing an arc to indicate the position of the angle.
  - h. Identify another angle by referencing points that you have already drawn. \_\_\_\_\_



3. a. Observe the familiar figures below. Label some points on each figure.
- b. Use those points to label and name representations of each of the following in the table below: ray, line, line segment, and angle. Extend segments to show lines and rays.



	Clock	Die	Number line
Ray			
Line			
Line segment			
Angle			

Extension: Draw a familiar figure. Label it with points, and then identify rays, lines, line segments, and angles as applicable.