

Pictionary

-Students are divided into two teams. Each student writes down some people, places or things. The people, places or things that Team A writes down will be drawn by Team B and vice versa.

-Teams take turns drawing. For each turn a new student from each team can draw. When Team A is drawing only students on Team A can guess. The drawer is given a geometry vocabulary word and then also a person, place or thing written down by Team B. In one minute the drawer must get his or her team to first guess the correct geometry vocabulary word and then the person, place or thing. Team A receives one point for each vocabulary word and person, place, or thing guessed correctly. Team B then takes their turn to draw a geometry vocabulary word and then a person, place or thing written down by Team A.

The following Dude Perfect video can be shown before doing this activity
https://www.youtube.com/watch?v=t8I_GRa_h-o

Geometry Definitions

Angle: Two rays with the same endpoint

Acute angle: An angle whose measure is greater than 0 but less than 90 degrees

Area: The amount of space taken up by a figure

Circle: The set of points at a certain distance (radius) from a certain point (center)

Cube: A regular solid having six congruent faces

Line: A two-dimensional object that has no endpoints and continues on forever

Line Segment: The set of points between and including two endpoints

Obtuse angle: An angle whose measure is greater than 90 but less than 180 degrees

Parallel lines: Two or more lines that have no points in common

Perimeter: The sum of the lengths of the sides of a polygon

Perpendicular lines: Two segments, rays, or lines that form a 90 degree angle

Point: A dot; can represent a location

Quadrilateral: A four-sided polygon

Ray: A line with a start point but no end point

Rectangle: A quadrilateral with 4 right angles

Rhombus: A shape with four equal length sides and opposite sides parallel.

Right triangle: A triangle with a 90 degree angle

Square: A quadrilateral with four equal sides and four right angles

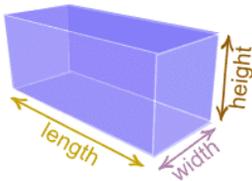
Symmetry: When one shape becomes exactly like another if you flip, slide or turn it.

Triangle: A polygon with three sides.

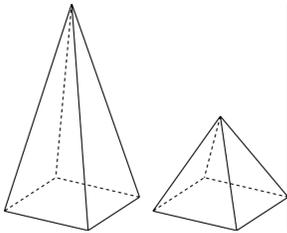
Geometry Definitions

3- dimensional figure: A figure that has height, length, and width.

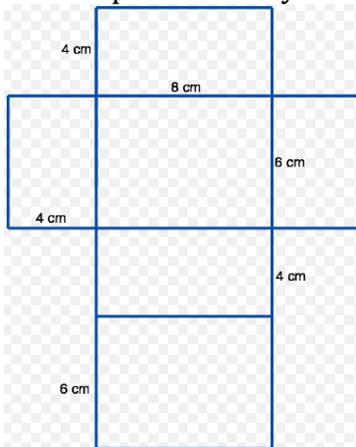
Right rectangular prism: A 3-dimensional object which has six faces that are rectangles.



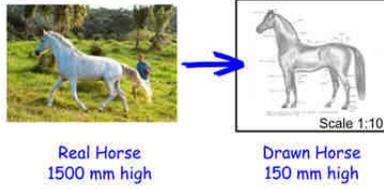
Right rectangular pyramid: A 3-dimensional object that has a rectangle for a base with triangles for the other faces. The apex of the pyramid is directly above the center of its base: the midpoint of one of the diagonals.



Nets: A pattern that you can fold to make a model of a 3-dimensional shape

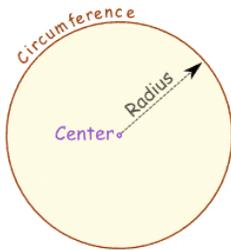


Scale drawing: A drawing that has been reduced or enlarged by a certain amount (called the scale)

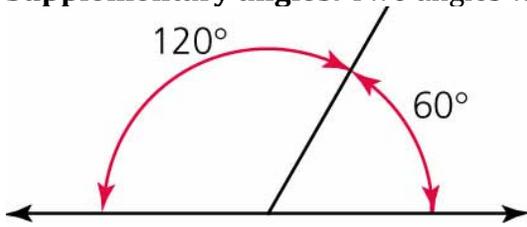


Area of a circle: Amount of space occupied by the circle. $Area = \pi r^2$
 r is the radius

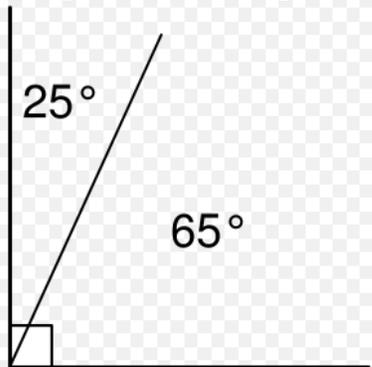
Circumference of a circle: The distance around the edge of a circle. It is a type of perimeter.



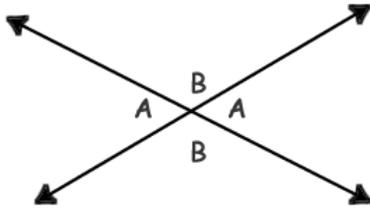
Supplementary angles: Two angles whose sum is 180 degrees



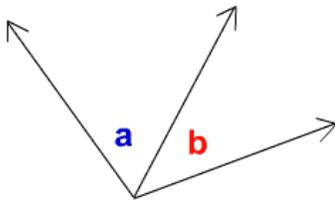
Complementary angles: Two angles whose sum is 90 degrees



Vertical angles: The angles opposite each other when two lines cross.

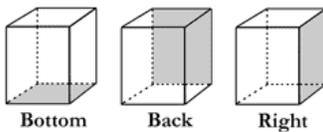
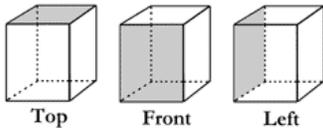


Adjacent angles: Two angles are adjacent when they have a common side and a common vertex (corner point), and don't overlap.



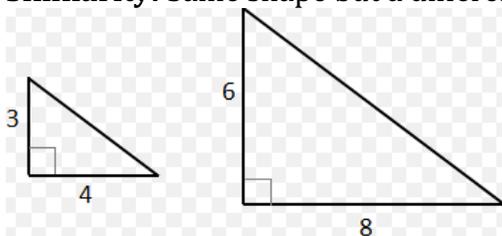
Surface area: The total area of the surface of a three-dimensional object

Surface Area of a Prism

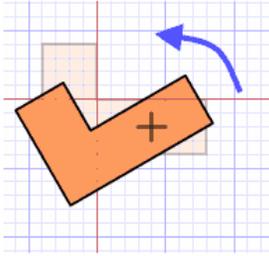


Congruence: The same size and shape. Two objects are congruent when you can turn, flip, and/or slide one so it fits exactly on the other.

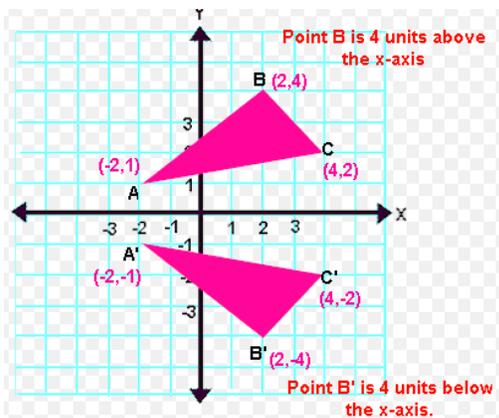
Similarity: Same shape but a different size.



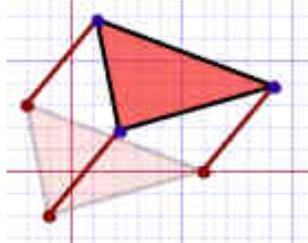
Rotation: A circular movement. Rotation has a central point that stays fixed and everything else moves around that point in a circle.



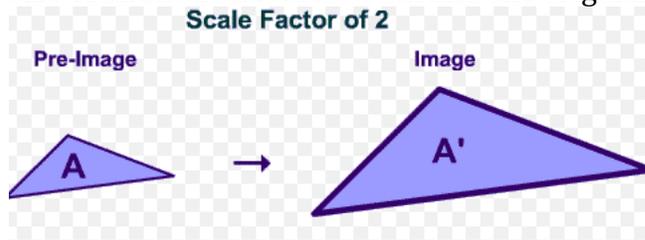
Reflection: An image or shape as it would be seen in a mirror. An object is reflected across a line.



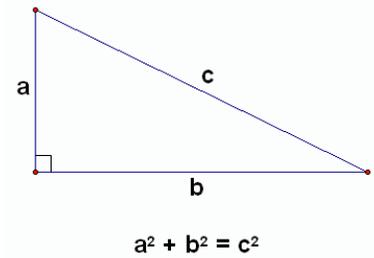
Translation: A slide; moving a shape without rotating or flipping it.



Dilation: Produces an image that is the same shape as the original but a different size. A dilation stretches or shrinks the original figure.

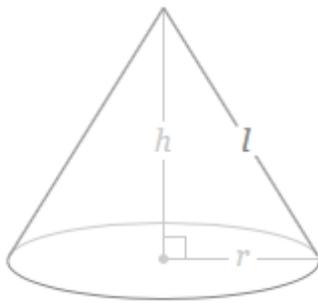


Pythagorean Theorem: In a right triangle the square of the longest side is equal to the sum of the squares of the other two sides.

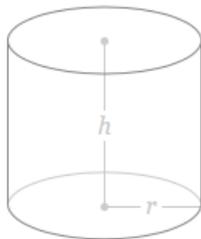


Volume: The amount of 3-dimensional space an object occupies.

Cone: A solid (3 dimensional) object with a circular flat base joined to a curved side that ends in an apex point. The volume of a cone is $\pi r^2 \frac{h}{3}$



Cylinder: A solid object with two identical flat ends that are circular or elliptical and has one curved side. The volume of a cylinder is $\pi r^2 h$



Sphere: A 3-dimensional object shaped like a ball. Every point on the surface is the same distance to the center. The volume of a sphere is $\frac{4}{3} \pi r^3$

