

ANGLES REVIEW



Choose 1 activity from each row. You will complete **4** activities total. Most activities should take approximately 15 minutes. However, some activities may take additional time.

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My teacher's assignment	Complete Activity #1 and turn it into your teacher.		Complete Activity #2 and turn it in your teacher.		
Add, Subtract, Multiply, Divide: Practice your facts	Practice your facts with a partner. You can use flash cards, playing cards, or dice. Take turns and see how quickly you can recall your facts.	Practice your facts using Freckle, Xtra Math, or another online platform.		Practice your facts by playing Multiplication Squares. See directions and game board on pages 6-8.	
Technology	Play the online game: Angle Invaders https://mrnussbaum.com/angle- invaders-online-game	Quarterbac	lline game: k Geometry .com/quarterback/	Play the online game: Alien Angles https://www.mathplayground.com/alien angles.html	
	Play "Angle Connect Four" Game		picture	Angles Outside	
		Didw a picture i	hat contains 1 of	Find things outside and create	

Hands on: play a game

If you don't have a printer, create the cards on paper or draw your own angles as you play. Draw a picture that contains 1 of each kind of angle (acute, obtuse, right, and straight). Label the angles in your picture.

Bonus: Estimate the measure of each angle and add that to your label.

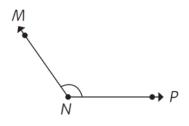
Find things outside and create angles with them. A jump rope, chalk, sticks, sports equipment, etc. Take pictures, label them, and send them to your teacher.

See examples on page 12.

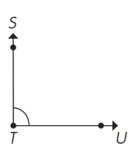
ANGLES: ACTIVITY #1

Name the angles using the short form and the long form.

1



2



Short Form: _____

Long Form: _____

or _____

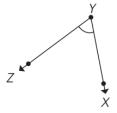
Short Form:

Long Form: _____

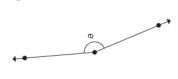
or _____

Write: Acute, obtuse, right, or straight

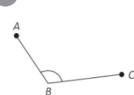
3



4



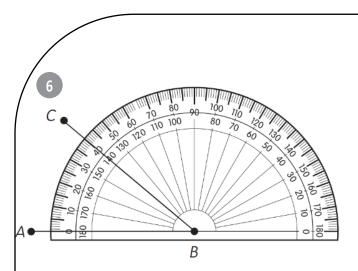
5



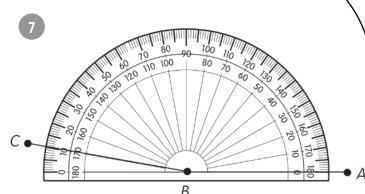
Type of angle:

Type of angle:

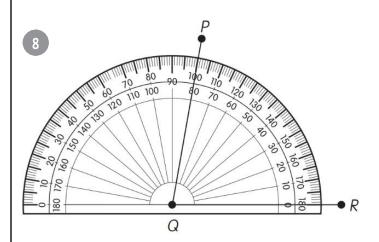
Type of angle:



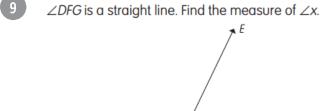
Angle Measurement: _____



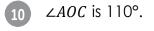
Angle Measurement: _____



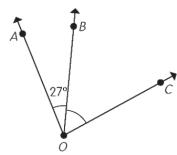
Angle Measurement: _____



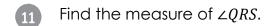
The measure of $\angle x =$

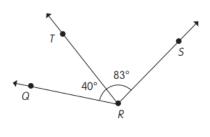


Find the measure of $\angle BOC$.



The measure of $\angle BOC =$



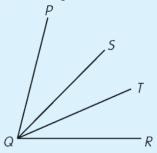


The measure of
$$\angle QRS = \underline{\hspace{1cm}}$$

ANGLES: ACTIVITY #2



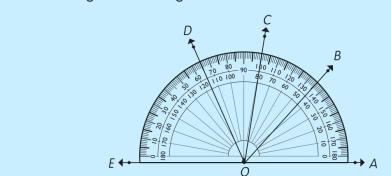
An acute angle is smaller than 90°. $\angle PQR$ is an acute angle. How many acute angles are there altogether in the following figure?



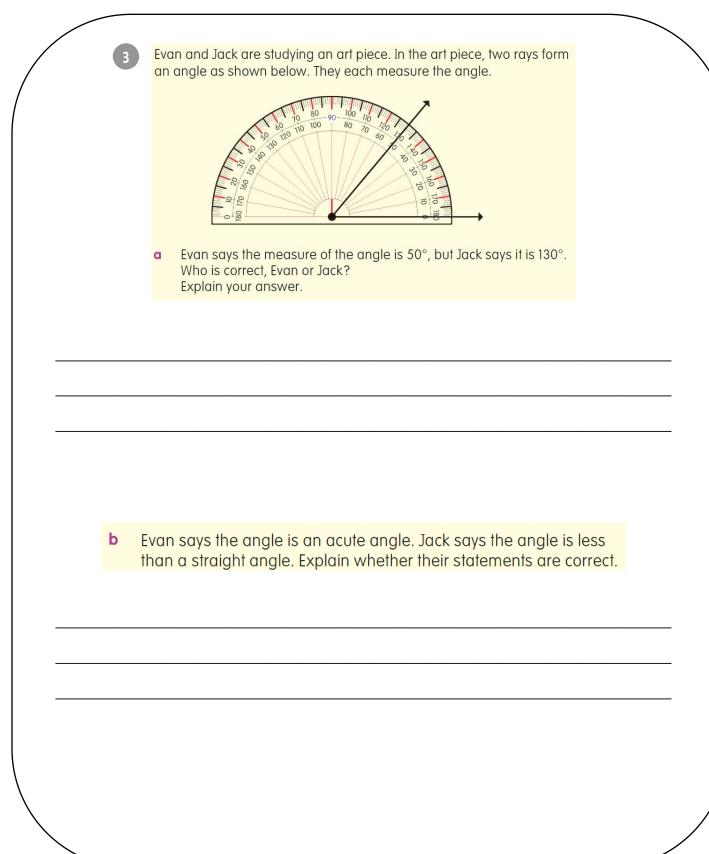
Name all the acute angles below.

2

Two of the angles in the diagram are 35° each. Name them.



_____ and ____





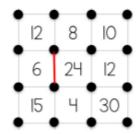
Preparation and Materials:

- I. Print out the Multiplication Squares board. You will need one board per game.
 - PAPER-SAVING TIP: Laminate the board and use thin dry erase markers to play. That way, students
 can erase their marks and use the same board each time.
- 2 Get 2 dice.
- 3. Get a different colored marker for each player.

Object of the Game: To be the player who captures the most squares.

Playing the Game:

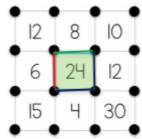
- I. Each player rolls one dice. The player with the highest roll goes first.
- 2 The player rolls both of the dice on the table and multiplies the two numbers together. For example, if the player rolls 6 and 4, he/she multiplies 6 and 4 to get 24.
- The player looks for the product of the two dice on the squares board, and draws ONE line by connecting any
 two dots that are surrounding that number, as shown below. The player's marker is used to draw the line
 between the dots.



For a roll of 6 and 4, the player may find one of the 24s on the squares board. The player may connect any two dots on any side surrounding the 24

How to Play (continued)

- 4. After the player draws his/her line, that player's turn is over and the next player's turn begins.
- Players are always striving to draw a line that will complete a square. When one player draws a line that
 completes a square, that player colors in the square with his/her marker and gets to take another turn with
 the dice.



The player with the green marker drew the top line that completed the square around the 24 and colored the square green to show that he captured that square

Note: The player with the green marker could have rolled a product of 8 (above the 24). Because the player's line on the 8 would have completed the 24 square, he still would get to capture the 24 square.

- If a player rolls a product that has no more available lines left on the board, the player's turn is over and play continues with the next player.
- The game ends when all dots on the board have been connected (or when the teacher calls time). The player with the most captured squares is the winner.

No PREP Multiplication

SQUARES

4	10	24	3	12	4	25	2	15	20
20	30	36	8	15	5	18	30	12	9
18	5		24	20	25	6		24	8
12	16	25	6	36	3	36	5	4	24
2	9	24	18	12	8	10	4	15	12
5	15	4	30	6	24	12	2	18	3
8	20	36	5	15	4	30		3	12
24	6	20	2	18	25	15	6	20	10
3	30	10	30	15	q	6	5	18	4
12	5	16	24	8	3	30	12	10	16

Brought to you by:



ANGLE CONNECT FOUR

Materials:

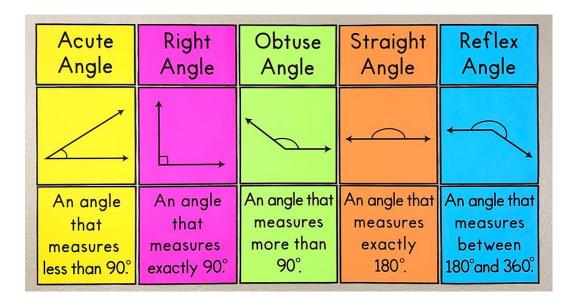
Angle cards and game board

How to Play:

Partner 1: Draw an angle card or draw an angle on a whiteboard or sheet of paper.

Partner 2: Find a spot on the gameboard that matches and color it in.

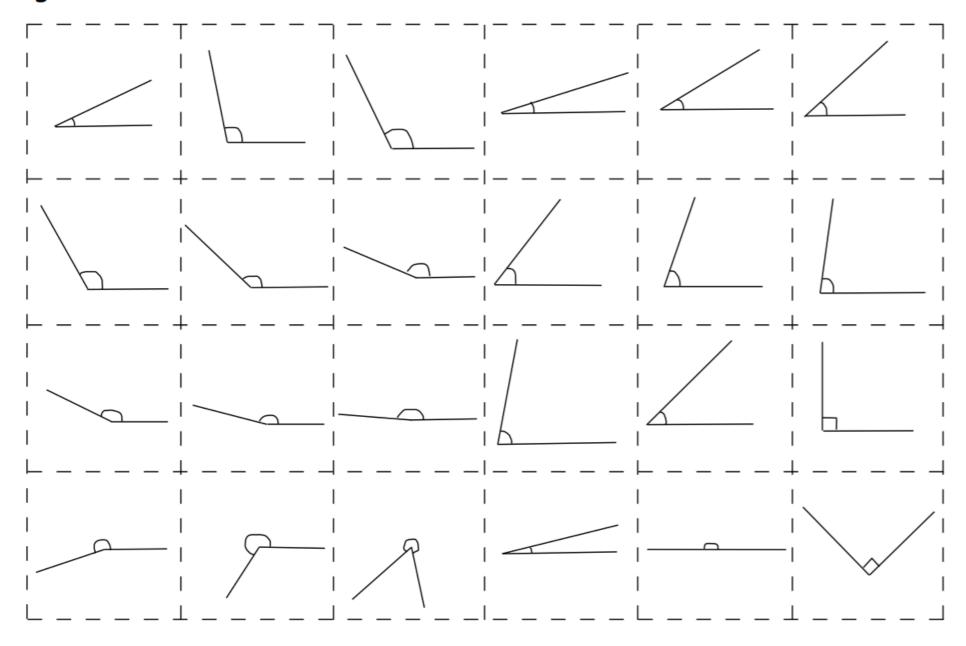
Take turns. The first person who gets a Connect Four wins.



Angle Connect Four Game Board

an acute angle	more than an acute or a right angle	less than a reflex angle	more than a straight line	an obtuse angle	an acute angle
more than an obtuse angle	less than a straight line but more than a right angle	less than a right angle	a reflex angle	less than an obtuse or a right angle	more than an obtuse angle or a straight line
more than a right angle but less than a reflex angle	a reflex angle	an obtuse angle	less than an obtuse angle	an obtuse angle	less than a reflex angle
less than an obtuse angle but more than an acute angle	an acute angle	less than a reflex angle but more than an obtuse angle	less than a reflex angle or a straight line but more than a right angle	less than a right angle	a right angle

Angle Connect Four Game Cards



"ANGLES OUTSIDE" EXAMPLES







