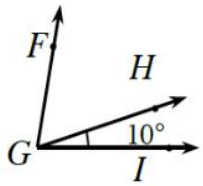
Naming Parts of Shapes Notes

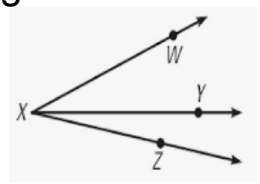
Important Information

- A **point** is named using a single capital letter. If a point is transformed, the image shape is often named using prime notation. So if point A is transformed, it becomes A' (read "A prime").
- **Vertex**-the point on a polygon where two line segments meet to form a "corner." Vertices is the plural form of vertex (when talking about more than one vertex).
- A **line** extends infinitely in either direction and is named by using two points on the the line and placing a bar above them with arrows on each end.
- A **line segment** is a portion of a line that has a starting point and ending point. It is named by its endpoints (two letters) and should have a bar above them.
- An **angle** can be named by putting an angle symbol in front of the name of the angle's vertex. Sometimes using a single letter makes it unclear which angle is being referenced. In the diagram below you cannot only use <G because that make it unclear. You can use the label <FGH, <HGI, or FGI depending on which angle you are referring to.

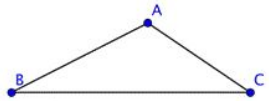


Examples:

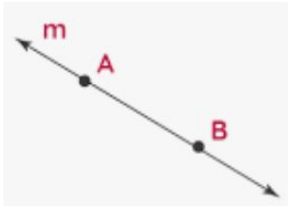
- Name the three angles in the diagram.



- Name the three sides of the triangle.



- Name the line by the two letters and by one letter.



More Examples:

- Draw a triangle and label the vertices with three different letters.
- Name the three different angles that make up your triangle (use three letters to name each vertex)?
- Name the three different line segments that make up your triangle.