

Angles in Parallel Lines and Polygons

Key Vocabulary

Sum— **S/um**—The total of given values

Interior Angle — **In/ter/i/or An/g/le** -The angle inside a polygon

Exterior Angle — **Ex/ter/i/or An/g/le** The angle outside a polygon when you extend the line from the angle

Intersect — **In/ter/sect**—Where two lines cross

Parallel — **Par/a/llel/** - Lines that do not touch if you continue them

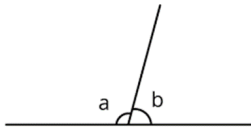
Perpendicular — **Per/pen/dic/u/lar**—Lines that would cross at 90° if you continued them

Vertex — **Ver/tex**—A corner

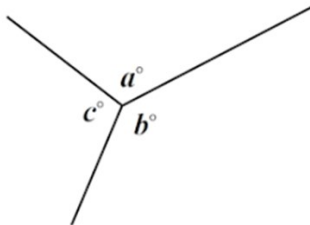
Vertically Opposite Angles — **Ver/tic/ally Opp/o/site An/g/les**—Angles that are opposite each other when two lines intersect each other

Transversal— **Trans/ver/sal**—A line that cuts two lines

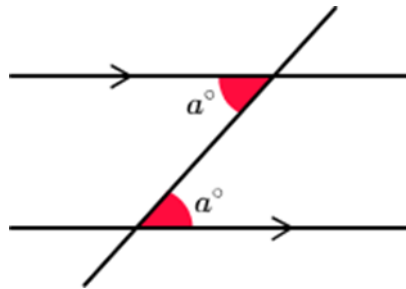
Angles



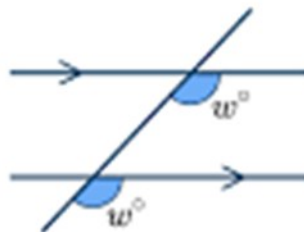
Angles on a straight line add up to 180°



Angles around a point add up to 360°

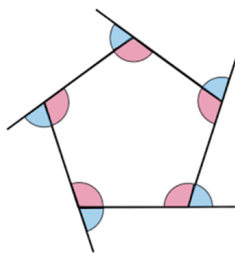


Alternate
Angles a are equal



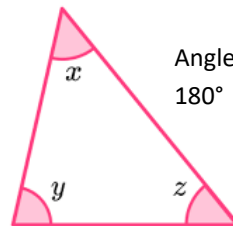
Corresponding
Angles w are equal

Angles in Polygons

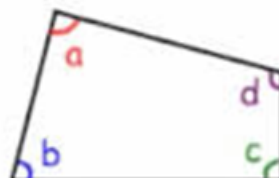


The exterior angles (the blue angles) on any polygon add up to 360°

One exterior and interior angle (a red and blue angle) add up to 180° as they make a straight line



Angles in a triangle add up to 180°



Angles in any quadrilateral add up to 360°