

### My mathematical journey

### What do I need to remember from before?

Lines and angles (KS2) Measuring (KS2)

# \*Mathswatch clips in brackets

### What will I learn about in this unit at CEC?

Labelling lines and angles Drawing and measuring lines and angles

(\*MW G10a, G10b, G10c)

Using compasses and a protractor

Constructions and loci

(\*M**W** G26a, G26**b**, G26c, G27

#### Where does this lead?

Polygons and angles (GM2)

Congruence and similarity (GM4)

Advanced drawing, measuring and constructing (GM7)

# Key words and symbols: what I need to say and write accurately

Word	Explanation				
point	A point has no length or width (it exists in no dimensions, or 0D)				
line	A line has infinite length and no width (it exists in one dimension, or 1D).  We use arrows to show its infinity in both directions.				
ray	A ray is a section of a line with a starting point that continues infinitely in one direction. We use an arrow to show its infinity in one direction.				
line segment	A line segment is a section of a line with a starting point and an end point.				
construct	We construct when we only uses our compasses and straight edge (like a ruler).				
bisector	'Bisect' means 'cut in half'. A bisector is a line that cuts another in half.				
perpendicular	Perpendicular lines meet at a right angle.				
equidistant	Equidistant means an equal distance from two points or lines.				
locus (pl. loci)	The path of all points that fit a condition.				

# Angle types:

Acute	Right	Obtuse	Straight	Reflex	Full turn
$0^{\circ} < \theta < 90^{\circ}$	$90^{\circ} = \theta$	$90^{\circ} < \theta < 180^{\circ}$	$180^{\circ} = \theta$	$180^{\circ} < \theta < 360^{\circ}$	$360^{\circ} = \theta$

#### Greek letters:

 $\beta$  (beta)  $\boldsymbol{\theta}$  (theta)  $\gamma$  (gamma) lpha (alpha)

# Fingertip facts: what I need to learn by heart

You will need to learn the constructions for:

- 1. a perpendicular bisector
- 2. an angle bisector
- 3. a perpendicular from a point on a line
- 4. a perpendicular from a point near a line

GM1