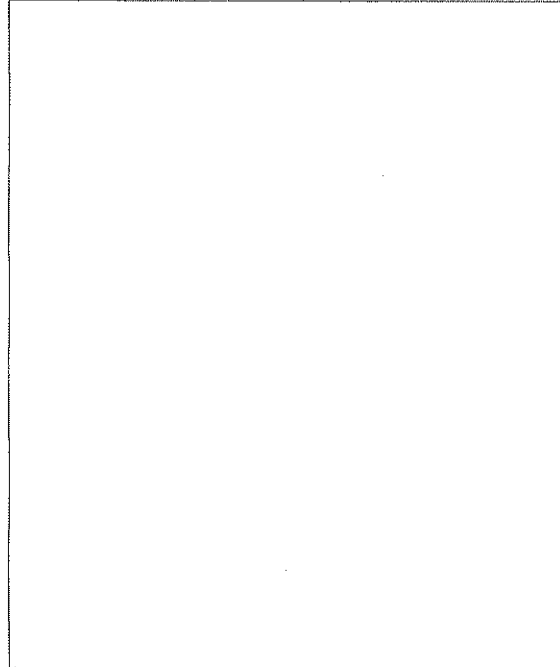


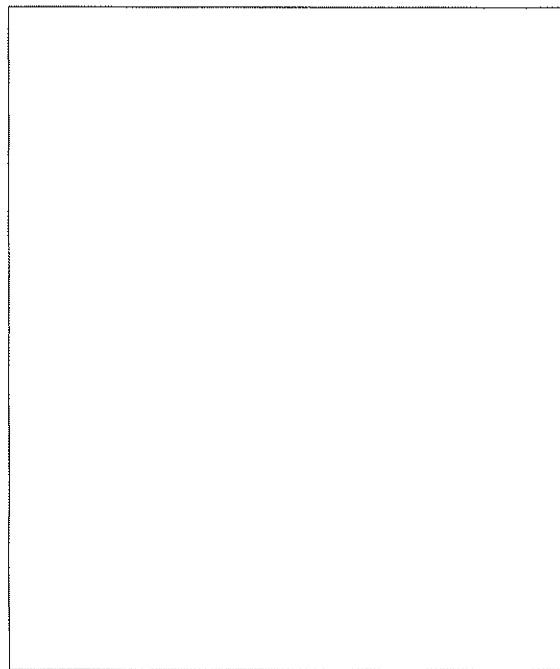
Name _____

Date _____

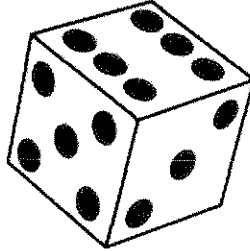
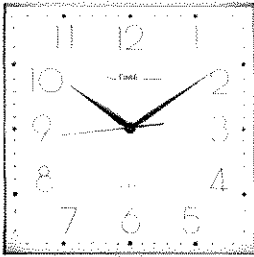
1. Use the following directions to draw a figure in the box to the right.
 - a. Draw two points: W and X .
 - b. Use a straightedge to draw \overline{WX} .
 - c. Draw a new point that is not on \overline{WX} . Label it Y .
 - d. Draw \overline{WY} .
 - e. Draw a point not on \overline{WX} or \overline{WY} . Call it Z .
 - f. Construct \overline{YZ} .
 - g. Use the points you've already labeled to name one angle. _____



2. Use the following directions to draw a figure in the box to the right.
 - a. Draw two points: W and X .
 - b. Use a straightedge to draw \overline{WX} .
 - c. Draw a new point that is not on \overline{WX} . Label it Y .
 - d. Draw \overline{WY} .
 - e. Draw a new point that is not on \overline{WY} or on the line containing \overline{WX} . Label it Z .
 - f. Construct \overline{WZ} .
 - g. Identify $\angle ZWX$ by drawing an arc to indicate the position of the angle.
 - h. Identify another angle by referencing points that you have already drawn. _____



3. a. Observe the familiar figures below. Label some points on each figure.
- b. Use those points to label and name representations of each of the following in the table below: ray, line, line segment, and angle. Extend segments to show lines and rays.



	Clock	Die	Number line
Ray			
Line			
Line segment			
Angle			

Extension: Draw a familiar figure. Label it with points, and then identify rays, lines, line segments, and angles as applicable.