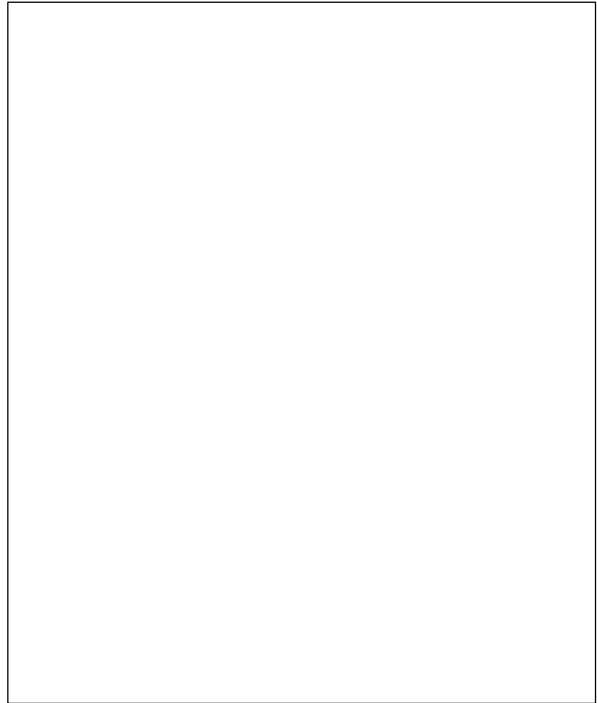


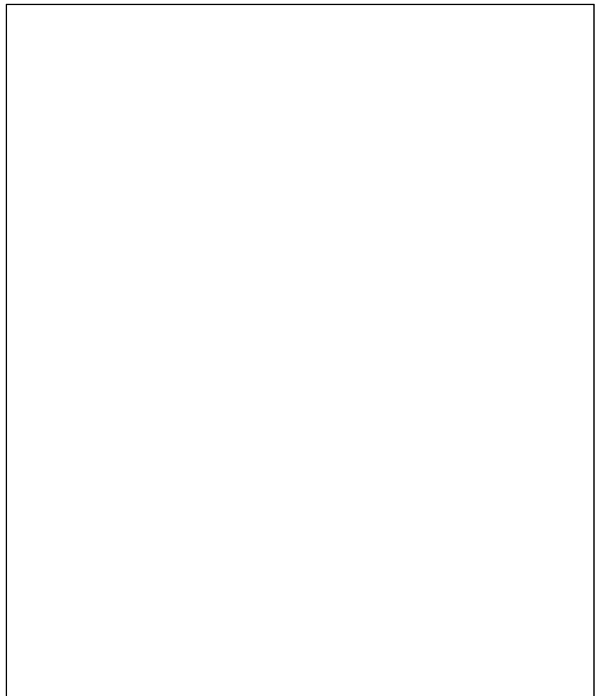
Name _____

Date _____

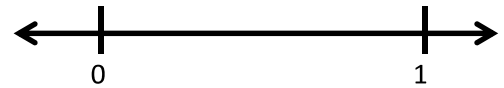
1. Use the following directions to draw a figure in the box to the right.
 - a. Draw two points, W and X .
 - b. Use a straightedge to draw \overline{WX} .
 - c. Draw a new point that is not on \overline{WX} . Label it Y .
 - d. Draw segment \overline{WY} .
 - e. Draw a point not on \overline{WX} or \overline{WY} . Call it Z .
 - f. Construct line \overleftrightarrow{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{WX} or \overline{WY} . Label it Z .
 - f. Construct \overleftrightarrow{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.
- Observe the familiar figures below.
 - Label points on each figure and then 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			

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