CCPS Fourth Grade Math - Packet 4

<u>Week-7 Geometry -</u>Keep All Work so you can discuss it with your teacher.

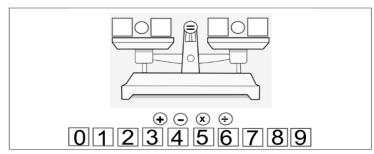
Mon 5/11	Notes: Line segment- two points or endpoints, and all the points	Fill in the blanks							
	on the line between the endpoints		Word	Picture	Definition	Example]		
	Point- An exact location. It has no size, only position Angle- formed by two rays that share a common endpoint		Point				_		
	Angle- formed by two rays that share a common enapoint		Line						
	called the vertex. Line - a collection of points extending infinitely in both		Line Segment				-		
	directions;has no endpoints Ray - part of a line that has a fixed starting point but no end		Ray				-		
	point								
Tues 5/12	Parallel, Intersecting, and Perpendicular Lines Notes:	Parallel, Intersecting, and Perpendicular lines are all around you. Make a list of real life examples of each- Parallel Lines- Intersecting Lines-							
	Parallel lines- lines on a plane that never meet. They are always the same distance apart.								
	Intersecting lines- lines that cross at one point.								
	Perpendicular lines- Intersecting lines that are at right angles (90°) to each other.	Perpendicular Lines-							
Wed 5/13	Label the drawing with the geometry terms in the notes for Monday and Tuesday.	Create a Quiz - Create a 10 question quiz that includes the vocabulary learned Monday and Tuesday of this week. The quiz can be fill- in -the- blank, True/False, multiple choice, or short answer. Create an Answer Key for the quiz							
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Thurs 5/14	Quadrilateral Notes- Quadrilateral- a 4 sided polygon Each of the shapes listed below are quadrilaterals: (Congruent- same length)								
	Square- a quadrilateral where all sides are equal.								
	Rectangle- a quadrilateral that has 2 sets of congruent sides.								
	Trapezoid-a quadrilateral with only 1 set of parallel sides.								

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					s parallel and congruent. ite sides are congruent, opposite sides are parallel, opposite angles are					
Fri 5/15	Fill in the blanks. The first one is done for you.				Quadrilateral Bump					
					Materials: Game board, paper clip for spinner, 10 colored counters for each player.					
	Quadrilateral:	Drawing of the quadrilateral	Properties of Sides:	Properties of Angles:	Game board, paper clip for spinner, 10 colored counters for each player. Directions: Players take turns spinning the spinner to determine what type of figure they should cover. If a player spins a figure that is					
	Squares		All sides are equal (congruent) in length	All angles are equal (congruent). All angles are right angles	already covered by their opponent, he may choose to "bump" the opponents piece off the game board.					
	Parallelograms				If a player spins a figure that is already covered by one of his own pieces, he may place another counter over the same figure and that figure is "frozen" and cannot be bumped off the board.					
	Rectangles				The first person to place all of their markers on the game board is the winner.					
	Rhombuses									
	Trapezoids									
					*Use coins or scraps of paper as place of the colored markers.					

Math Task- Take the Challenge!

Equality Possibilities



- What numbers and operations would make this equation true?
- How many possibilities can you come up with? Show more than one way.
- Show your thinking using pictures, words, and symbols.