Prepare for the exam by carefully studying this list with reference to your notes, textbook, in-class activities, homework, and quizzes. **Bring an approved calculator.**

Basic Definitions and Properties:

- 1. List in order the names of the five van Hiele levels.
- 2. Memorize, correctly spell all terms on Summary #2 and in notes for fill-in problems.
- 3. Draw examples of each, marking clearly. When relevant, your markings should clearly show:
 - · Congruent sides marked the same; non-congruent sides marked differently.
 - \cdot Congruent angles marked the same; non-congruent angles marked differently.
 - · Right angles marked \neg ; acute angles labeled < 90°; obtuse angles marked > 90°.
 - \cdot For polygons, number each side to show the count clearly.
- 4. Identify examples, non-examples of Summary #2/notes terms in a given diagram.
- 5. Name points, lines, segments, rays, angles w/correct notation.
- 6. Use correct notation to solve union, intersection problems.
- 7. The name/definition prevail even when the object's not originally drawn.
- 8. Create zero, acute, right, obtuse, straight, reflex angles on square grids.
- 9. Measure or create angles using a protractor (provided for you).
- 10. Compute angle measurements formed by working clock hands at a given time.
- 11. Name a time at which a given angle is formed on a working clock.
- 12. Identify transversals, corresponding, alternate interior, alternate exterior angles in diagrams with parallel lines. Spell these terms correctly.
- 13. Use congruence facts about corresponding, alternate interior/exterior, vertical, supplementary, and triangle angles to find measurements of marked angles in a diagram. Prepare to explain EACH angle at a time, as in notes and quiz, and label new angles as you need them.

Polygons:

- 1. Identify, draw curves that are simple/not, closed/not, polygonal/not, convex/concave. Spell these.
- 2. Know, spell names of polygons from 3-12 sides, vertex, side, diagonal for fill-in or explanations.
- 3. Know, spell equilateral, equiangular, regular; identify, draw polygons with/without these qualities.
- 4. Find the number of diagonals from one vertex or in total for a given polygon. Explain when asked.
- 5. Determine whether a given number of diagonals is possible (guess/check with square root help).
- 6. Refer to diagonals and triangles to explain how to find a polygon's interior angle total.
- 7. Memorize, use the <u>formula</u> for the interior (aka vertex) angle total in an *n*-gon. Know both terms.
- 8. Compute interior angle total when told the number of sides or name of polygon.
- 9. Find the size of EACH interior angle when told about a regular or equiangular polygon.
- 10. Find missing angle measurements in diagrams of polygons, as in HW and quiz. Explain reasoning.
- 11. Find the number of sides when told about the angles.
- 12. Use formula or guess and check to tell whether given interior angle measures are possible.

Triangles and Quadrilaterals:

- 1. Correctly spell names of all triangles, quadrilaterals for fill-ins, explanations.
- 2. Draw or recognize examples, non-examples of each, marking key features as described above.
- 3. Tell which quadrilaterals are special kinds of others; use the family tree.