

Math Sheet

Name _____ Score _____ / 12 Teacher _____ Date _____

Naming angles

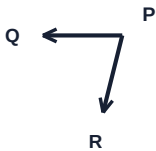
For the first group give the vertex and two directed rays. Give four valid names in the second group. Name every non-reflex angle in the last group; reverse three-letter names are also valid.

Vertex and rays

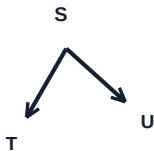
1.



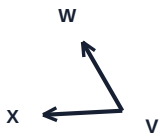
2.



3.

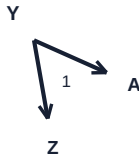


4.

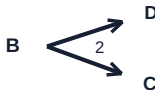


Four names

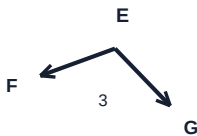
5.



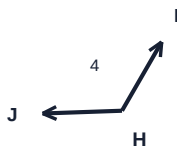
6.



7.

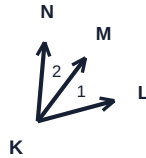


8.

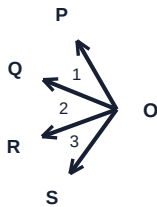


All angles

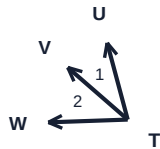
9.



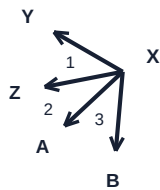
10.



11.



12.



Math Sheet

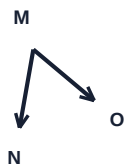
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Naming angles - Answer key

For the first group give the vertex and two directed rays. Give four valid names in the second group. Name every non-reflex angle in the last group; reverse three-letter names are also valid.

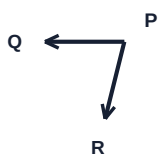
1.

Vertex: M; Rays: ray MN, ray MO



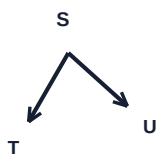
2.

Vertex: P; Rays: ray PQ, ray PR



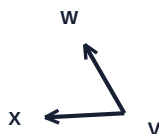
3.

Vertex: S; Rays: ray ST, ray SU



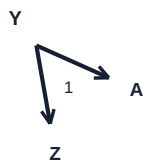
4.

Vertex: V; Rays: ray VW, ray VX



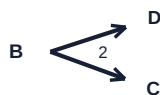
5.

angle ZYA, angle AYZ, angle Y, angle 1



6.

angle CBD, angle DBC, angle B, angle 2



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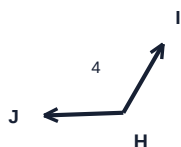
7.

angle FEG, angle GEF, angle E, angle 3



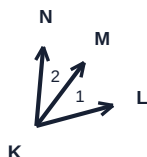
8.

angle IHJ, angle JHI, angle H, angle 4



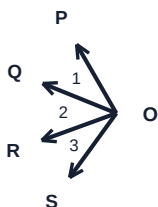
9.

angle LKM (angle MKL), angle LKN (angle NKL), angle MKN (angle NKM), angle 1 = angle LKM (angle MKL), angle 2 = angle MKN (angle NKM)



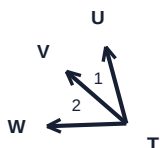
10.

angle POQ (angle QOP), angle POR (angle ROP), angle POS (angle SOP), angle QOR (angle ROQ), angle QOS (angle SOQ), angle ROS (angle SOR), angle 1 = angle POQ (angle QOP), angle 2 = angle QOR (angle ROQ), angle 3 = angle ROS (angle SOR)



11.

angle UTV (angle VTU), angle UTW (angle WTU), angle VTW (angle WTV), angle 1 = angle UTV (angle VTU), angle 2 = angle VTW (angle WTV)



12.

angle YXZ (angle ZXY), angle YXA (angle AXY), angle YXB (angle BXY), angle ZXA (angle AXZ), angle ZXB (angle BXZ), angle AXB (angle BXA), angle 1 = angle YXZ (angle ZXY), angle 2 = angle ZXA (angle AXZ), angle 3 = angle AXB (angle BXA)

