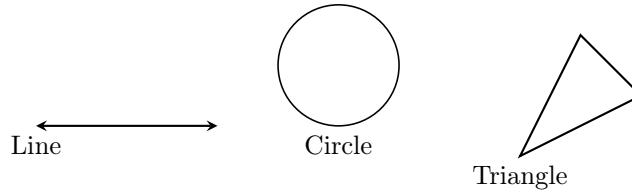


# 2D SHAPES

## A DEFINITIONS

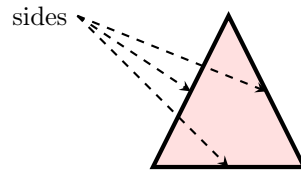
### Definition Plane Geometry

**Plane Geometry** is the study of flat shapes that you see in pictures or on paper. These shapes include lines, circles, triangles, squares, and rectangles. They are called flat because they have only length and width.



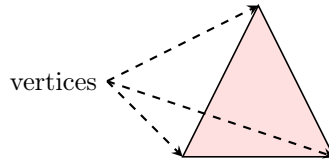
### Definition Side

A **side** is a straight line on a shape.







### Definition

A **vertex** is a point where two sides meet.



## B CLASSIFICATION

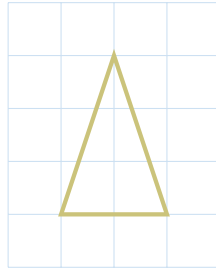
### Definition Classification

Name	Shape	Side Number	Vertex Number
Circle		0	0
Triangle		3	3
Square		4 (all the same)	4
Rectangle		4 (2 longer, 2 shorter)	4

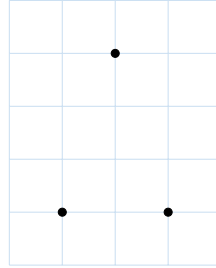
## C DRAWING SHAPES ON GRAPH PAPER

### Method Reproducing a Shape on Graph Paper

To reproduce this shape on graph paper :



1. **Place the vertices:** Choose a starting vertex of the original shape. Count the grid squares to position the other vertices relative to the first one, keeping the same distances and directions as the original shape.



2. **Draw the edges:** Use a ruler to connect the vertices with straight lines in the same order as the original shape.

