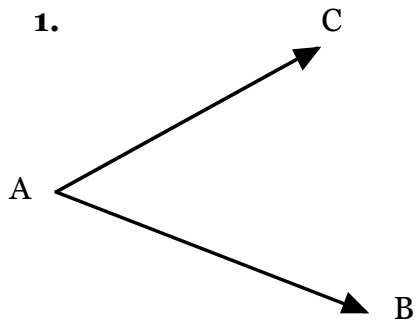


MEASURING ANGLES

_____ (name)

Measure and name each angle.

1.

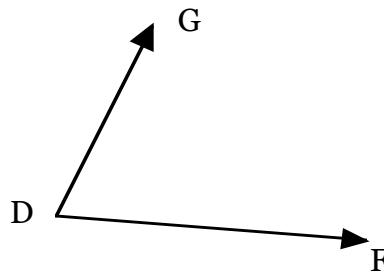


angle name: _____

angle type _____

measure of angle: _____

2.

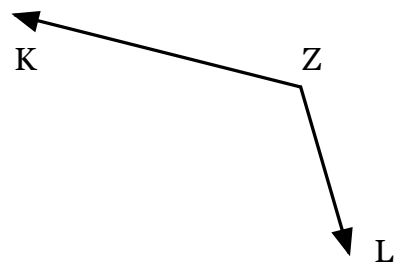


angle name: _____

angle type _____

measure of angle: _____

3.

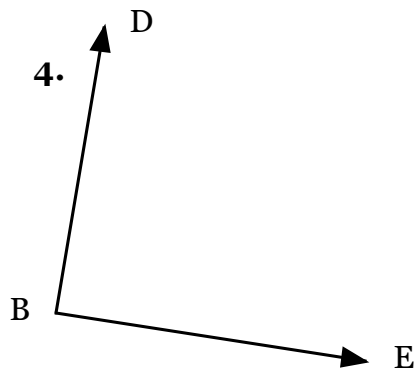


angle name: _____

angle type _____

measure of angle: _____

4.

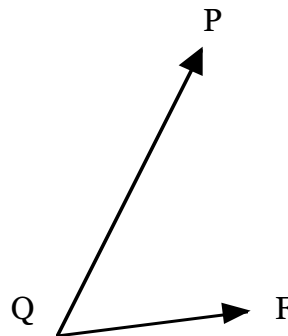


angle name: _____

angle type _____

measure of angle: _____

5.

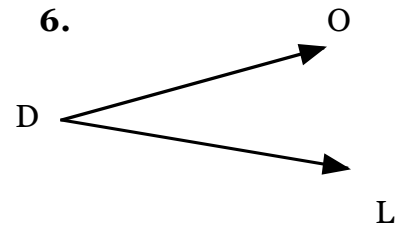


angle name: _____

angle type _____

measure of angle: _____

6.

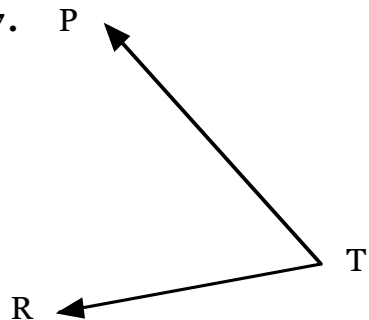


angle name: _____

angle type _____

measure of angle: _____

7.

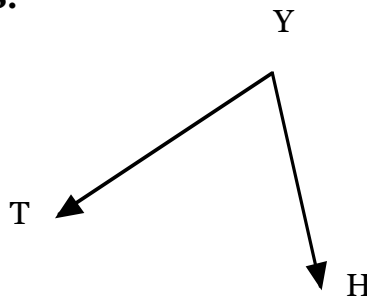


angle name: _____

angle type _____

measure of angle: _____

8.

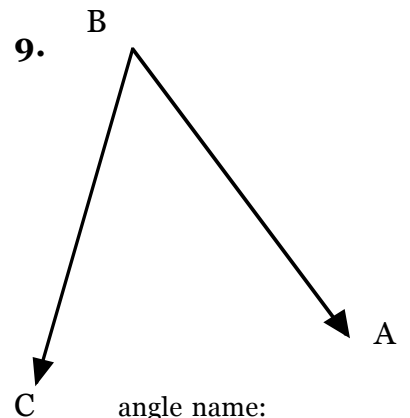


angle name: _____

angle type _____

measure of angle: _____

9.



angle name: _____

angle type _____

measure of angle: _____

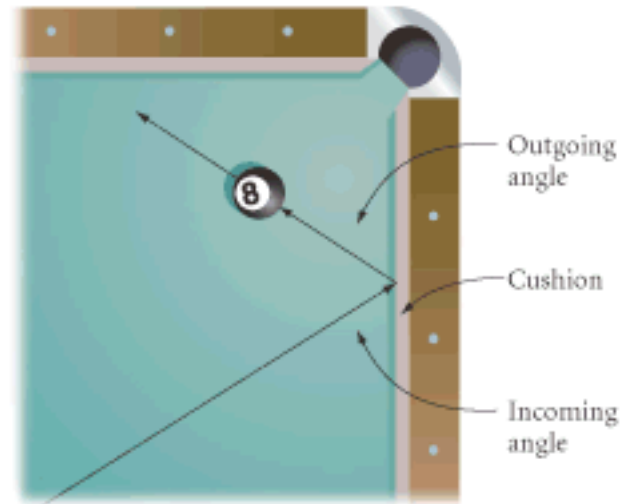
Geometry

NAME _____

Virtual Pool

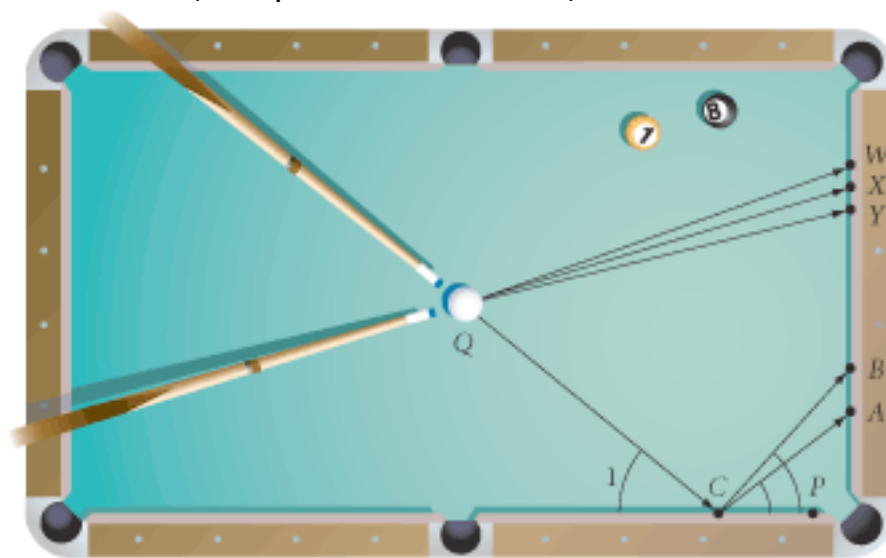
Materials needed:
*Protractor

Pocket billiards, or pool, is a game of angles. When a ball bounces off the pool table's cushion, its path forms two angles with the edge of the cushion. The **incoming angle** is formed by the cushion and the path of the ball approaching the cushion.



The **outgoing angle** is formed by the cushion and the path of the ball leaving the cushion. As it turns out, the measure of the outgoing angle equals the measure of the incoming angle.

Use your protractor to study these shots.



- Step 1 Use your protractor to find the measure of $\angle 1$. Which is the correct outgoing angle? _____ Which point—A or B—will the ball hit? _____
- Step 2 Which point on the cushion—W, X, or Y—should the white ball hit so that the ray of the outgoing angle passes through the center of the 8-ball? _____
- Step 3 Compare your results with your group members' results. Does everyone agree? _____
- Step 4 How would you hit the white ball against the cushion so that the ball passes over the same spot on the way back? _____