## Angles and Polygons

Use the fact that one turn around is 360 degrees to figure out the following questions.

- 1. Find the angles in each corner of all the different pattern blocks.
- 2. For each pattern block, find the <u>sum</u> of all the angles. What patterns do you notice?
- 3. Use your work in #2 to predict what the angles should sum to in a 5sided figure (don't build one before predicting). Then build one and check your prediction. Do the same for a 7-sided figure.

Turn your observations into a formula.

- 4. Make at least 8 copies of a single interesting (all different sides, no right angles) triangle. You can use graph paper to make sure they are the same. Can you line them up so they make a straight strip of paper (except for maybe the ends)? Conclude something about the angles in a triangle.
- 5. Use the result about triangles in the last problem to explain <u>why</u> your sum-of-angles formula in #3 always works.
- 6. A **polygon** is a flat figure whose sides are straight line segments with no loose endpoints. Is it true that <u>every</u> polygon with all equal angles must have equal sides? Is it true that <u>every</u> polygon with equal sides must have all its angles equal?