

# Geometry



AN AMSCO PUBLICATION

## MODEL PROBLEMS continued

- PROBLEM** A designer is trying to ensure that levels 1 and 2 are parallel in a game. If he is sketching out a diagram for the factory, how might he do so?



### SOLUTION

Construct level 1 using a straightedge.



The designer can use a protractor to construct corresponding angles and parallel lines, as well as a protractor and straightedge. Use the straightedge—a ruler in this case—to draw a line segment that represents level 1.

Construct an angle using a protractor.



Place the straightedge to the left of level 1 and measure the angle with a protractor. This particular angle is  $120^\circ$ .

Construct a corresponding angle using a protractor.



Move the protractor down along the straightedge, and measure a corresponding angle of  $120^\circ$ .

Construct level 2 using the corresponding angles protractor technique.



Using a straightedge, construct level 2 at the  $120^\circ$  mark on the protractor. Since the corresponding angles are congruent, the levels are parallel.

# Geometry Amsco Textbook Answers

**SB Merriam**



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