Drawing Angles

Ray *XY* is already drawn. Draw ray *Z* so that a 45° angle is formed.

First Line up your protractor so that Ray *XY* is on the zero edge and Point *X* is at the _____.

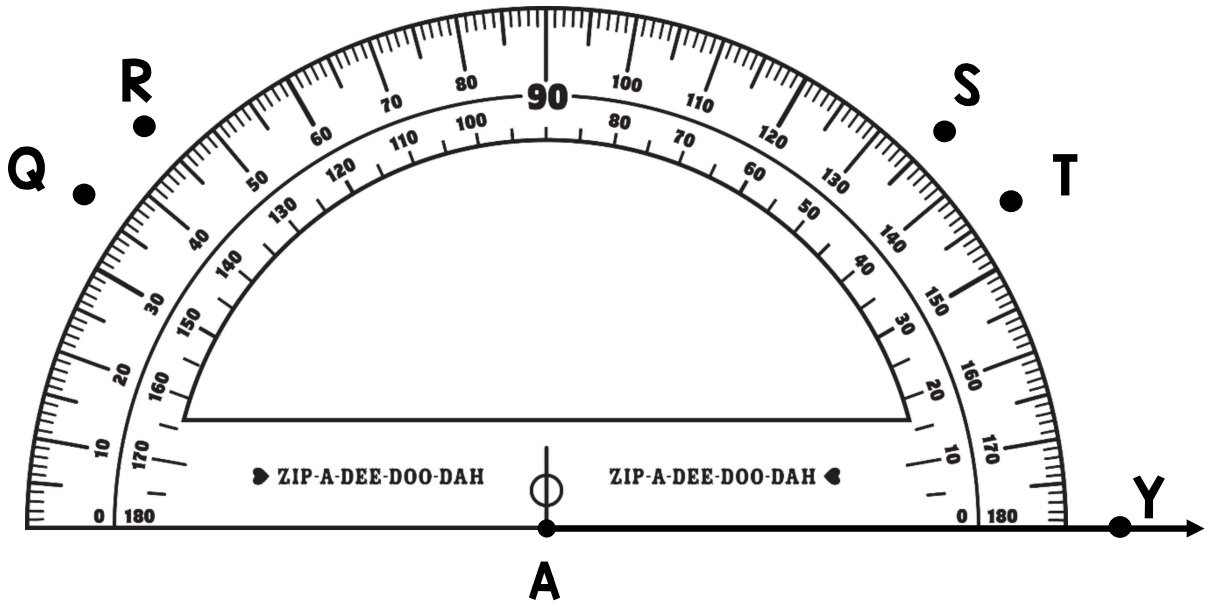
Next Draw point *Z* at 45°. Lift up your protractor and use the straight edge to _____.

Use the ray to draw a 105° angle.

Use the ray to draw a 26° angle.

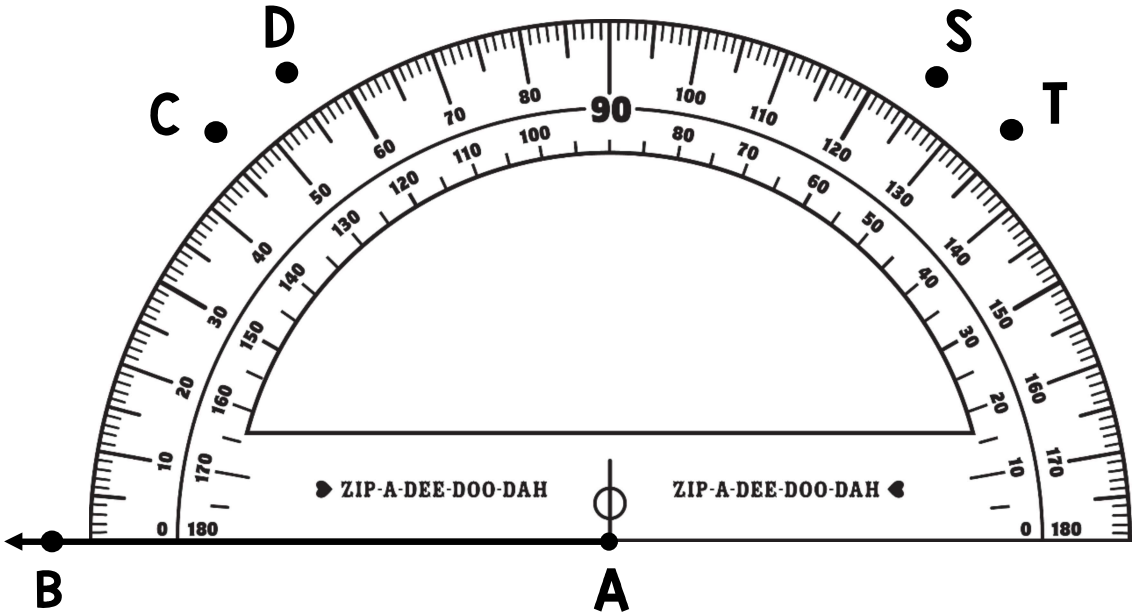
Drawing More Angles

Ray *AY* is already drawn. Which point should you draw another ray through to make a 35° angle?



∠QAY= ∠ RAY= ∠ SAY= ∠ TAY=

Ray *AB* is already drawn. Which point should you draw another ray through to make a 55° angle?

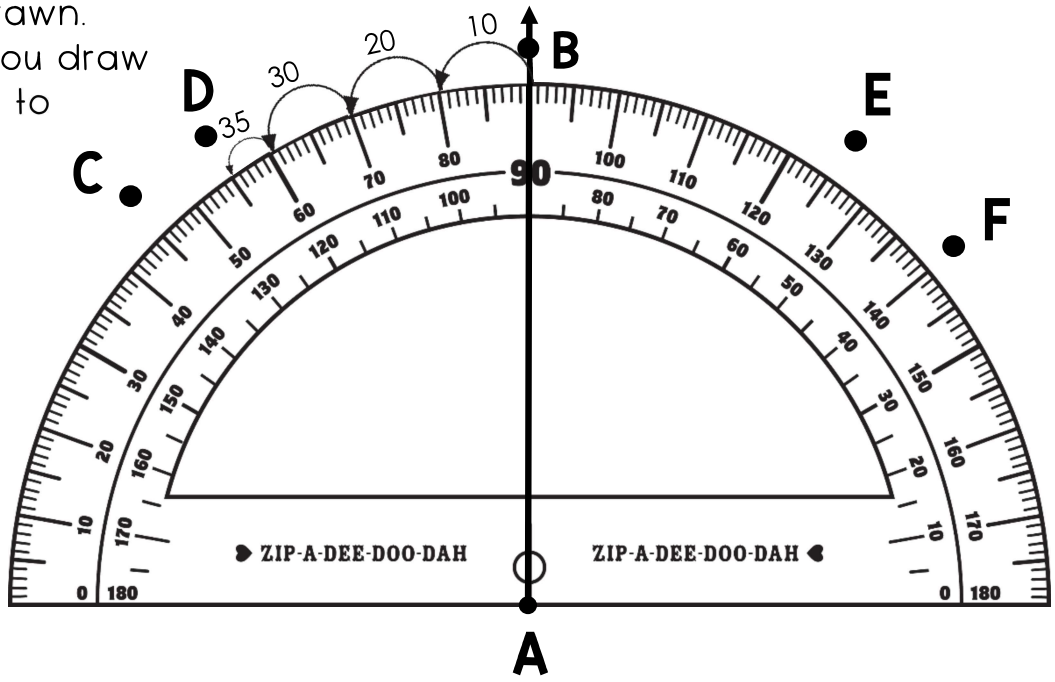


∠ BAC= ∠ BAD= ∠ BAS= ∠ BAT=

Drawing Tricky Angles

Jump by _____ and then _____ to each point from the ray that is already drawn. Determine the value of each possible angle.

Ray *AB* is already drawn. Which point should you draw another ray through to make a 45° angle using ray *AB*?



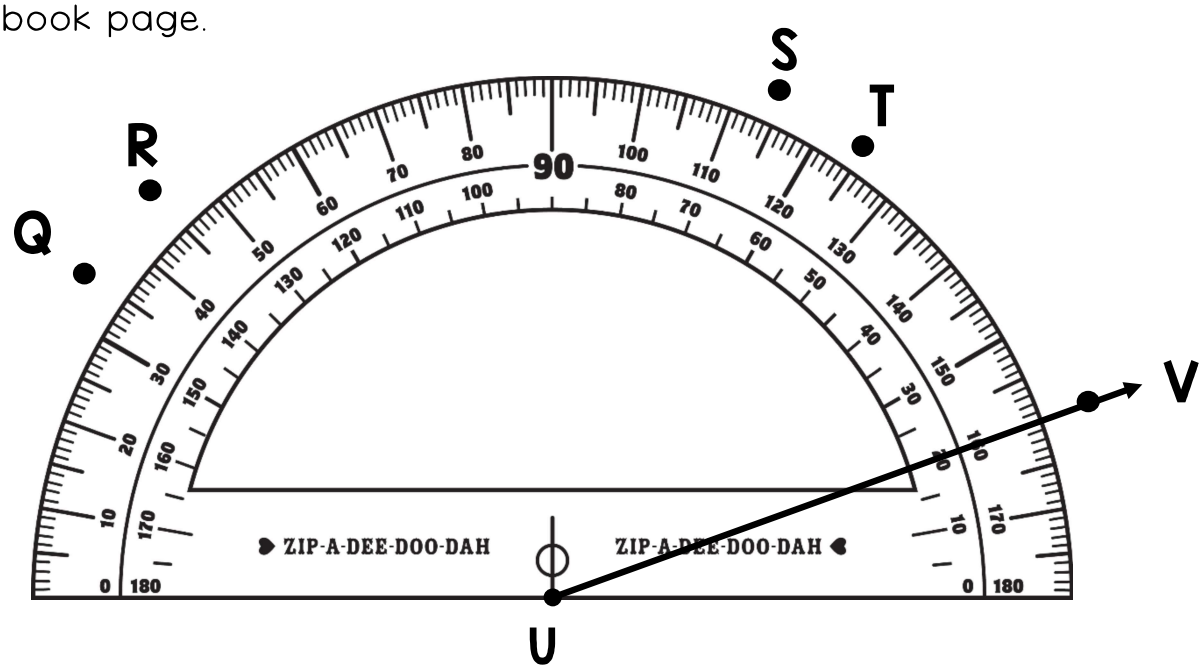
∠CAB=

∠DAB=

∠EAB=

∠FAB=

You can also use the strategy you learned on *the Measuring Tricky Angles* notebook page.



Ray *UV* is already drawn. Which point should you draw another ray through to make a 125° angle using ray UV?

∠QUV= ∠RUV= ∠SUV= ∠TUV=