

# Angles

*An angle measures the amount of turn*

**Names of Angles**

**As the Angle Increases, the Name Changes**

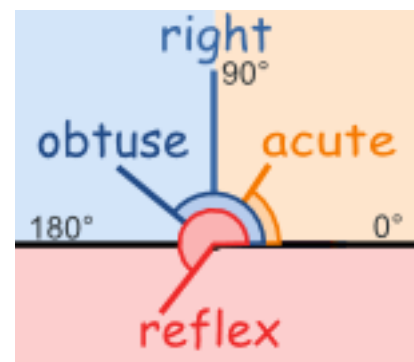
Type of Angle	Description
<a href="#">Acute Angle</a>	an angle that is less than $90^\circ$
<a href="#">Right Angle</a>	an angle that is $90^\circ$ exactly
<a href="#">Obtuse Angle</a>	an angle that is greater than $90^\circ$ but less than $180^\circ$
<a href="#">Straight Angle</a>	an angle that is $180^\circ$ exactly
<a href="#">Reflex Angle</a>	an angle that is greater than $180^\circ$



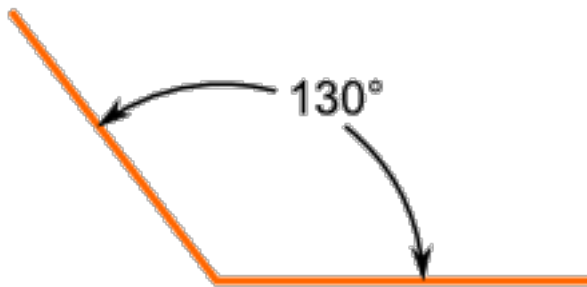
## In One Diagram

This diagram might make it easier to remember:

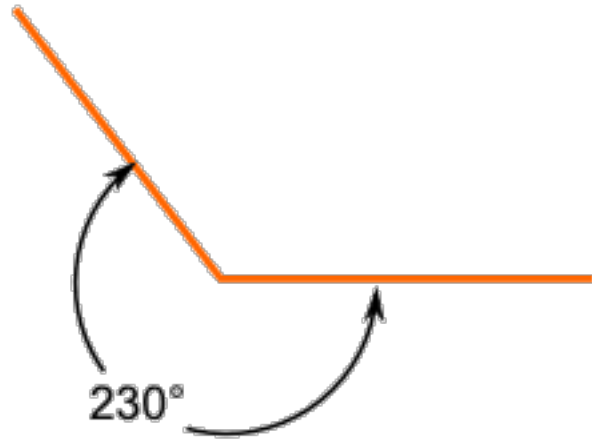
Also: **A**cute, **O**btuse and **R**eflex are in alphabetical order.



Be Careful What You Measure!



This is an Obtuse Angle.



And this is a Reflex Angle.

But the lines are the same ... so when naming the angles make sure that you know **which angle is being asked for!**



**Parts of an Angle**

The corner point of an angle is called the **vertex**

And the two straight sides are called **arms**

The angle is the *amount of turn* between each arm.

**Labeling Angles:** There are two main ways to label angles:

1. by giving the angle a name, usually a lower-case letter like **a** or **b**, or sometimes a Greek letter like  $\alpha$  (alpha) or  $\theta$  (theta)
2. or by the three letters on the shape that define the angle, with the middle letter being where the angle actually is (its vertex).

Example angle "a" is "BAC", and angle " $\theta$ " is "BCD"

