| Definition |  |  |
| :---: | :---: | :---: |
| How to label | Points are labeled using a single, capital letter. It is important to use a capital letter because lowercase letters are used for labeling lines. | P。 |
| Diagram |  |  |
| HW Problems \& Examples |  |  |
| Extra Information | Yound |  |

Station 4 - Planes

| Definition | Planes are flat surfaces with no thickness, extending forever in all directions on that surface. |
| :---: | :---: |
| How to label |  |
| Diagram | $R B \cdot A$ |
| HW Problems \& Examples | 1.1 \#6,8,34,55(b and c) |
| Extra Information | A plane is a 2-dimensional sheet, but can be drawn in 3-dimenstional space. This means it can be challenging to draw, as shown in the diagram above. <br> There are multiple other ways to label the plane above. Here are a few examples: <br> Plane $A C B$ Plane $B A C$ Plane $C A B$ |

Station 2 - Segments

| Definition | A segment is section of a line consisting of two points (called endpoints) and all the points between them on the line. |  |
| :---: | :---: | :---: |
| How to label | Segments are labelled using the two endpoints and a bar drawn above endpoin them. <br> Since neither endpoint is more important than the other, the order you list them does not matter. Th actually the same segment! | $\begin{aligned} & \overline{A B} \\ & \overline{B A} \end{aligned}$ |
| Diagram | $A$ | $\boldsymbol{B}$ |
| HW Problems \& Examples | 1.1 \#12 |  |
| Important Information | Seements are also called known as Line segments sine they ree part of a |  |


| Definition |  |  |
| :---: | :---: | :---: |
| How to label | Rays are labeled using two point the first being the endpoint and the second being any point on the ray in the direction it extends. $\qquad$ two letters always points right, regardless of what direction the ray actually extends. | $\begin{aligned} & \overrightarrow{A B} \\ & \overrightarrow{B A} \end{aligned}$ |
| Diagram | In the diagram to the right; <br> - The topis: $\overline{A B}$ <br> - The middele is: $\overline{A B}$ <br> - The obotom is: $\overline{B A}$ | $\xrightarrow{\xrightarrow[A]{A} \quad \stackrel{B}{B}}$ |
| HW Problems \& Examples | 1.1 \#14 |  |
| Extra <br> Information | If a ray contains more than 2 points, you can label it in multiple ways. The key is making sure the first letter is always the endpoint. For example, the ray to the right could be called $\overrightarrow{H A}$ or $\overrightarrow{H M}$ | $\dot{H} \quad \vec{A} \quad \vec{M}$ |

Station 6 - Opposite Rays

| Definition | Opposite Rays are two rays that (1) start at the same endpoint and (2) extend in opposite directions. |
| :---: | :---: |
| How to label |  |
| Diagram | $\xrightarrow{\boldsymbol{D} \quad \boldsymbol{E} \quad \boldsymbol{F}}$ |
| HW Problems \& Examples | 1.1 \#15,50 |
| Extra Information | $\begin{aligned} & \text { The keys to being opposite rays: } \\ & \text { 1. They must start at the same endpoint, in this example point E } \\ & \text { 2. They must extend in opposite directions, in this example one extends } \\ & \text { left and one extends right. } \\ & \text { When opposite rays are put together, they form a line! } \end{aligned}$ |

