2017-2018					
scho		F	Homework 26		
1.					
	ng numbers:				
×8 = 64	×7 = 49	×6 = 54	×8 = 16	×2 = 20	
×7 = 63	×5 = 45	×8 = 40	×4 = 36	×8 = 24	
4 × = 16	6 × = 36	10 × = 60	9 ×=18	3 × = 27	
<b>2.</b> Solve each expression using the correct order of operations					
$72 \div 9 - 4 \times 3 \div 6 + 20 \div 5 =$					
$90 - 36 \div 9 \times 2 - (8 + 5 \times 2) =$					
	. Ken's father is 3	inger than her brothe 37, two years older t			
<b>4.</b> Use rectan	gles to solve the	equations:			
Y÷	9 = 8	45÷ X = 5		$Z \times 6 = 48$	
			[		

## Homework 26

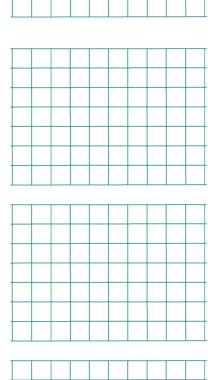
5.

## Solve the problems.

- A. There are 217 oak trees, 326 pine trees, and 78 maple trees in a park. What is the total number of these three types of trees growing in the park?
- B. To build a house Bear bought 524 white bricks and 316 red bricks. How many bricks did he buy? How many more white bricks than red bricks did he buy?
- C. Fox has brought to the construction project 275 liters of paint. There were 96 *L* of yellow paint and 38 *L* less green paint than there were yellow. How many liters of paint other than yellow and green was brought?
- D. On three 2nd grade teams (2A, 2B & 2C) there are 90 students. There are 34 students on the 2A team, there are 2 more students than that on the 2B team. How many students are on the 2C team?

What other questions can you ask?

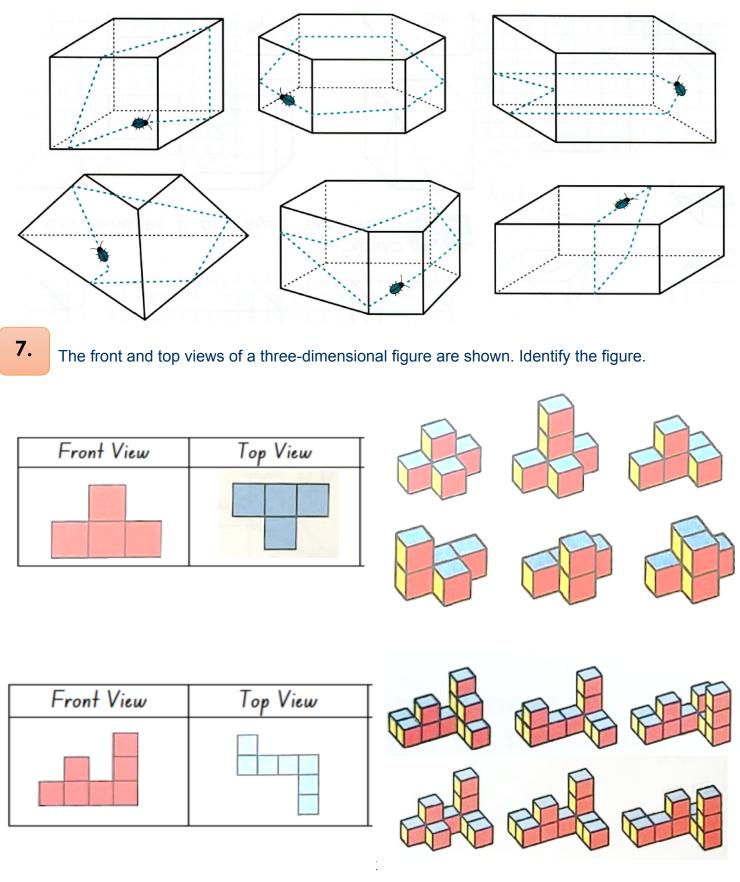
Write the question and find an answer





## Homework 26

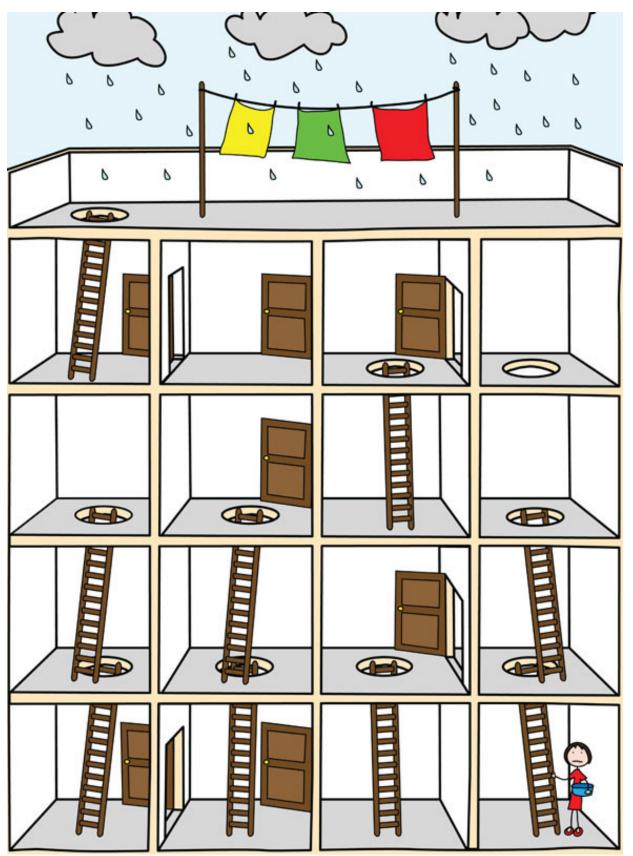
Imagine that there is a bug crawling over the surface of a solid polyhedron. Trace with a solid red line the parts of the path you would be able to see. Trace with dashed lines the parts of the path that you would not be able to see.



# 6.

Homework 26

Betty is on the first floor right now. Help Betty to get to the roof and save her laundry from the rain.



8.

## Geometry review

## **Review of Lines, Rays and Segments**

In geometry, *a line* is straight and goes on forever. To indicate that a line goes on forever, we usually draw lines with arrows on both ends, like this:

Lines are sometimes labeled by indicating two points on them and placing a double arrow over the names of the points (which are capital letters). For example, the line

that goes through points A and B might be labeled as  $\overrightarrow{AB}$ :



If we choose a point on a given line this divides the line into two pieces or "halves." Each half is called **a** *ray*. More precisely, a *ray* consists of a point on a line, called its *vertex*, and all points on one side (or half) of that line. A ray goes on forever, but only in one direction. We draw rays with an arrow on one side only, like this: vertex



Rays are labeled by specifying the vertex and some other point on it, and placing an arrow over these letters.

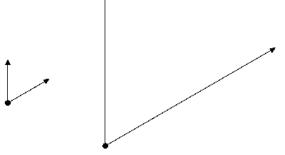
Ray 
$$\overrightarrow{AB}$$
 would look like this:  
 $A$ 
 $B$ 

If we choose two distinct points on a line, the line is split into three pieces. The piece that consists of those two points and all the points between them is called a *segment*. Segments do not go on forever, so we do not put arrows on their ends. The endpoints of segments are called its *vertices*, and we label segments by specifying the endpoints and placing a line without arrows over these letters.

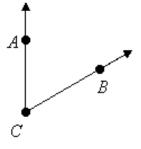
Segment  $\overline{AB}$  would look like this:

# **Review of Angles**

Recall that an angle is made of two rays with a common vertex. The rays are the *sides* of the angle, and they go on forever. This means it doesn't matter how long you draw those rays, so the following two angles are really the same size even though they look different:



Angles are sometimes labeled using letters of three points on them, the vertex and one on each side of the angle. The vertex-letter is always the middle letter. There are two names we could give the following angle. It could be labeled  $\angle ACB$  or  $\angle BCA$ .



# **Properties of Angles**

**Definition:** When the rays are the two halves of a line (they point in opposite directions), the angle is called a *straight angle*:



**Definition:** When the sides of an angle are perpendicular, the angle is called a *right angle*. For now, we are using right angle template to draw right angle.

