

What's Your Angle?

Instructions:

- Have a set of parallel lines with a bisector that crosses both lines at some angle taped on the floor at the front of the classroom.
- Have three sets of index cards with each type of angle you are covering written on them. You will probably have more students than you have angle types so to ensure that each student receives an index card you may need to have multiples of different types of angles. If you do need multiples, label them as follows:

- | | |
|-------------------------|-------------|
| • adjacent #1 | • acute #1 |
| • alternate exterior #1 | • obtuse #1 |
| • alternate interior #1 | • right #1 |
| • vertical #1 | |
| • adjacent #2 | • acute #2 |
| • alternate exterior #2 | • obtuse #2 |
| • alternate interior #2 | • right #2 |
| • vertical #2 | |

Etc.

- Make sure the sets do not get mixed up, you can do this by color coding them.
- Divide the class into two teams.
- Pass out one set of index cards to team A and one set to team B.
- You keep the third set.
- You stand near the taped lines.
- Mix your set of cards thoroughly.
- Draw a card and read it to yourself at first.
- *Example: 1 adjacent #1*
 - You would place yourself on an angle.
 - Now, you would read the card aloud and call on the first student to raise their hand.
 - That student would come to the front.
 - You now check to ensure the student has the correct card.
 - Then that student would stand on the angle adjacent to you.
 - If that student stands on the correct angle his/her team receives a point.
 - If that student has the wrong card or stands on the wrong angle, the person from the other team with the correct card has a chance to raise his/her hand and come to the front of the class to try to stand on the correct angle.

- *Example: 2 acute #2*
 - You would read the card aloud and call on the first student to raise their hand.
 - That student would come to the front.
 - You would check to ensure they have the correct card.
 - Then that student would stand on any acute angle.
 - If that student stands on the correct angle his/her team receives a point.
 - If that student has the wrong card or stands on the wrong angle, the person from the other team with the correct card has a chance to raise his/her hand and come to the front of the class to try to stand on the correct angle.
- Continue this process until you have been through all the cards.
- If time permits have the students silently swap cards with their teammates.
- While one team is swapping cards the other can monitor them to ensure there is no talking.
- If someone on the team swapping cards is caught talking then their team loses a point.
- After both teams have swapped cards, you can remix your stack of cards and begin calling them out again.