TOPIC 1-1: POINTS, LINES, AND PLANES WITH PLAY-DOH
Objective: To identify and define points, lines, and planes.

| TERM | DEFINITION | SKETCH | HOW TO NAME IT |
| :---: | :--- | :--- | :--- |
| POINT | An exact location in space with <br> indefinite size and shape. |  |  |
| LINE | An object with no thickness that extends <br> infinitely in both directions. |  |  |
| LINE SEGMENT | A piece of a line consisting of two <br> endpoints and all points in between. |  |  |
| RAY | A piece of a line consisting of one <br> endpoint extending infinitely in one <br> direction. |  |  |
| OPPOSITE | Two rays sharing the same endpoint <br> RAYS <br> directions. |  |  |
| PLANE | A flat surface that extends infinitely in all <br> directions. |  |  |


| TERM | DEFINITION | SKETCH | HOW TO NAME IT |
| :---: | :--- | :--- | :--- |
| COLLINEAR | Points that lie on the same line. |  |  |
| NON- <br> COLLINEAR | Points that DO NOT lie on the same <br> line. |  |  |
| COPLANAR | Points that lie on the same plane. |  |  |
| NON- <br> COPLANAR | Points that DO NOT lie on the same <br> plane. |  |  |



Name one of each of the following from the picture at the right.

1. point $\qquad$
2. line $\qquad$
3. plane $\qquad$
4. line segment $\qquad$
5. ray $\qquad$
6. a pair of opposite rays $\qquad$
