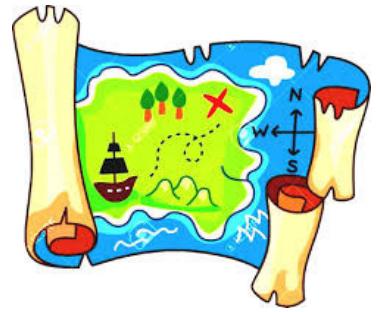


Geometry Town

You will make a map of a town. Your town must include:



- 1.) Three streets that are parallel to each other
 - Name each street.
- 2.) Two avenues that are perpendicular to the three parallel streets.
 - Name each avenue.
- 3.) One boulevard that intersects a street, but is not perpendicular to them.
 - Name the boulevard.
 - Measure the angle at the intersection with a protractor.
- 4.) One cul-de-sac that is a line segment. Name it.
- 5.) One road out of town that is a ray. Name it.
- 6.) Two rectangular buildings that are banks- Color each the same color.
- 7.) Two square buildings that are offices - Color each the same color.
- 8.) Two trapezoid buildings that are libraries. Color each the same color.
- 9.) Two buildings that are pentagons, hexagons, or octagons that are stores. Color each building the same color.
- 10.) Design a park with 2 triangular-shaped sandboxes: right, obtuse or acute.
 - Label the triangles by their shape.
 - Swimming pool that is **not** a polygon.
- 11.) Enclose the park in one large rectangle.
- 12.) Name your town.