

Some Basic Figures

Objectives

1. Use the term *equidistant*.
2. Use the undefined terms *point*, *line*, and *plane*.
3. Draw representations of points, lines, and planes.
4. Use the terms *collinear*, *coplanar*, and *intersection*.

1-1 A Game and Some Geometry

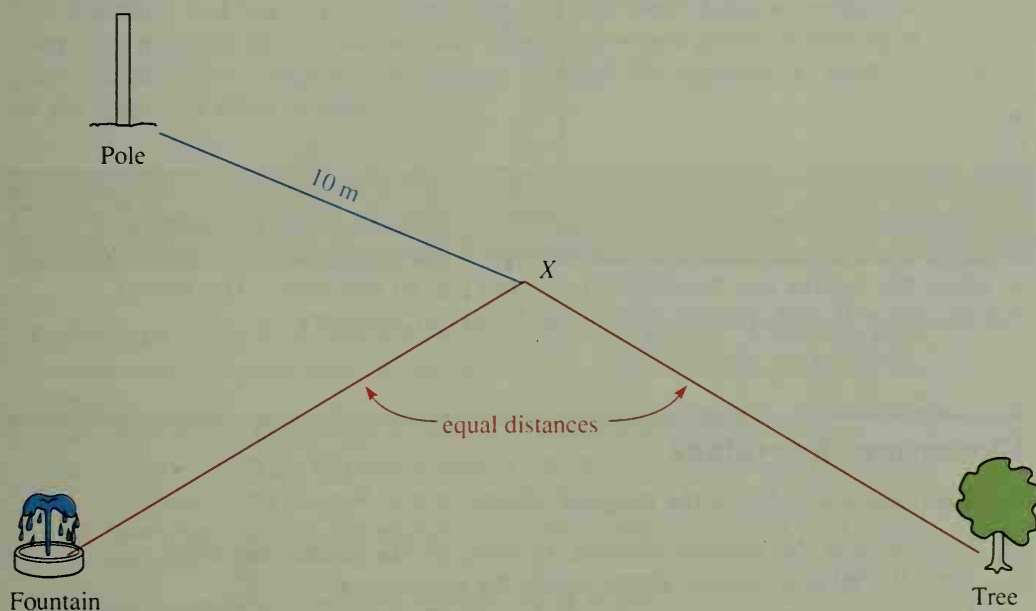
Suppose that you and Pat are partners in a game in which you must locate various clues to win. You are told to pick up your next clue at a point that

1. is as far from the fountain as from the oak tree

and

2. is 10 m (meters) from the flag pole.

You locate X , which satisfies both requirements, but grumble because there simply isn't any clue to be found at X .



Then Pat realizes that there may be a different location that satisfies both requirements. (Before reading on, see if you can find another point that meets requirements 1 and 2.)