Some Basic Figures

Objectives

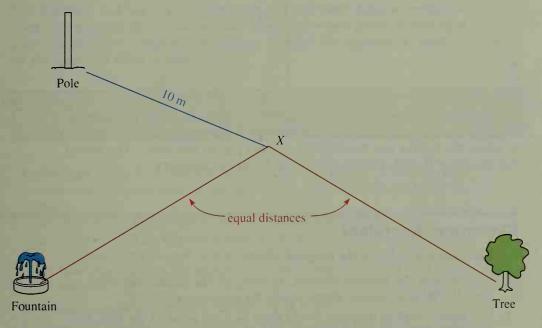
- 1. Use the term equidistant.
- 2. Use the undefined terms point, line, and plane.
- 3. Draw representations of points, lines, and planes.
- 4. Use the terms collinear, coplanar, and intersection.

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.)