

Max's Magnificent Geometry Guide

Master the Maze of Shapes: Join Max the Monkey as he deciphers the patterns of the world!

- A polygon is a closed 2D shape with straight sides. To be a regular polygon, every side and every interior angle must be identical.
- Parallel lines are lines that remain the same distance apart at every point and will never meet, no matter how far they are extended.
- Perpendicular lines are lines that meet at a perfect 90-degree angle, forming a square corner or 'L' shape.
- A quadrilateral is any four-sided polygon. Examples include the square, rectangle, parallelogram, rhombus, trapezium, and kite.
- In 3D shapes, the flat surfaces are called faces, the lines where two faces meet are edges, and the corners are called vertices.
- A reflex angle is an angle that is greater than 180 degrees but less than 360 degrees, often found on the outside of complex, concave polygons.

Did you know? Did you know? A regular polygon is a shape where all sides are of equal length and all interior angles are equal. Even if a shape is rotated or reflected, its geometric properties—such as the number of parallel sides—remain exactly the same!

Key vocabulary: Polygon · Parallel · Perpendicular · Vertex · Reflex angle · Quadrilateral · Isometric