

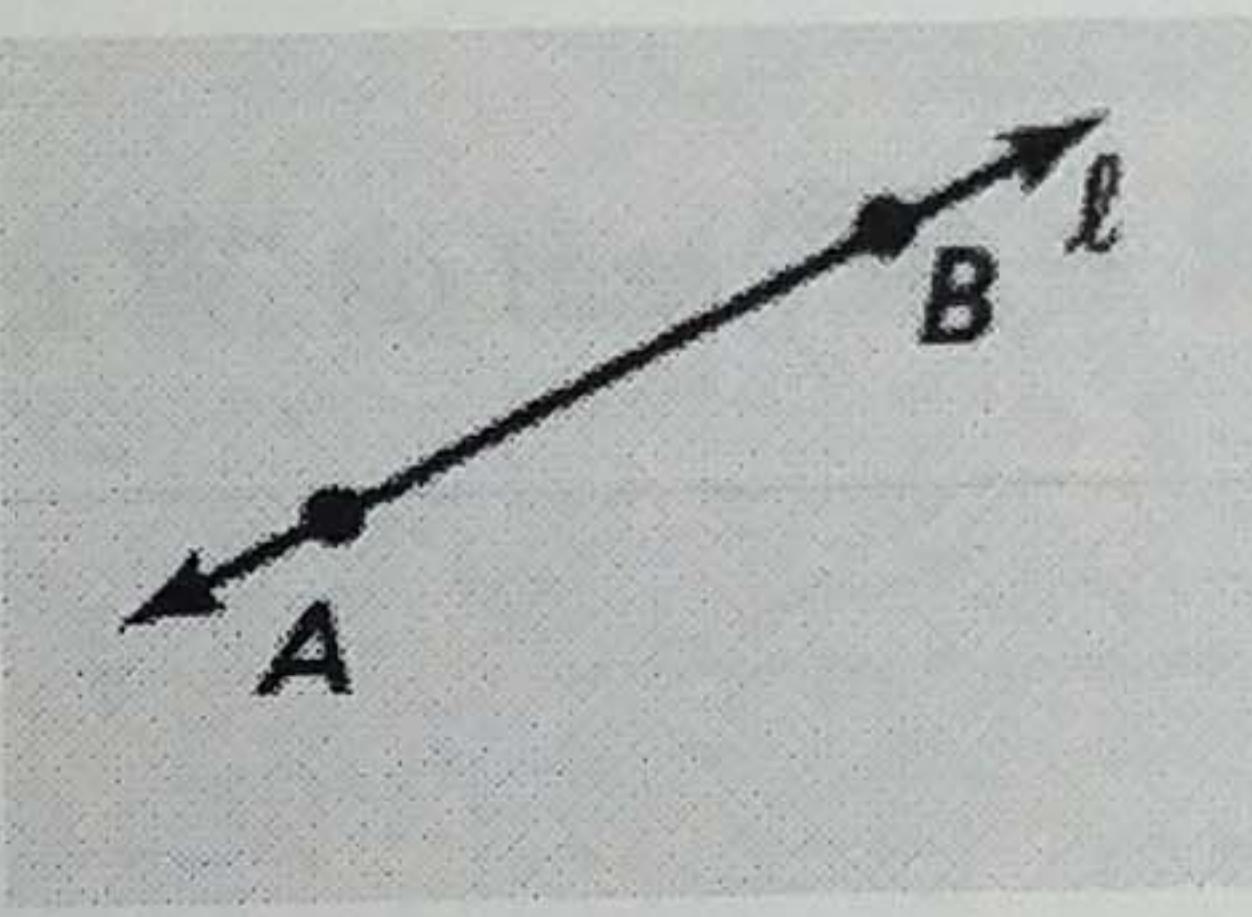
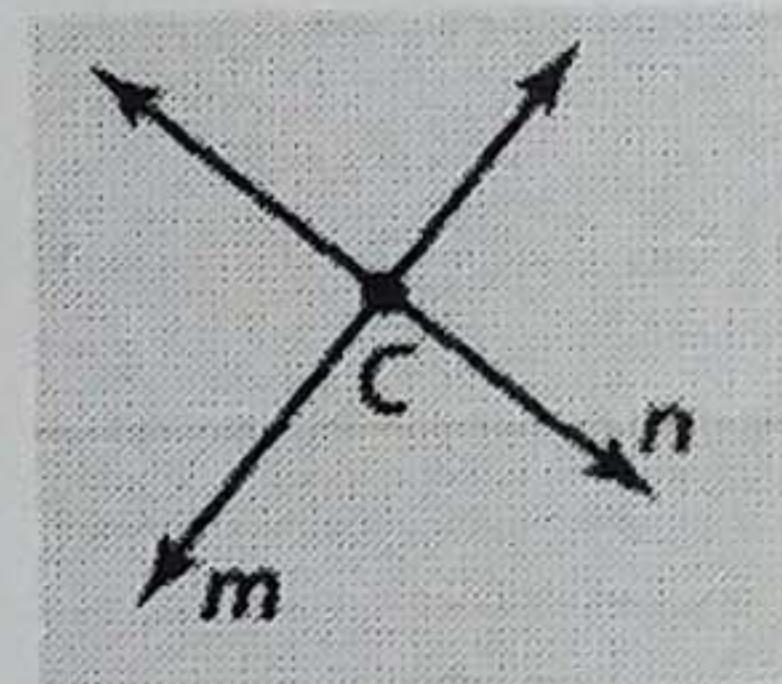
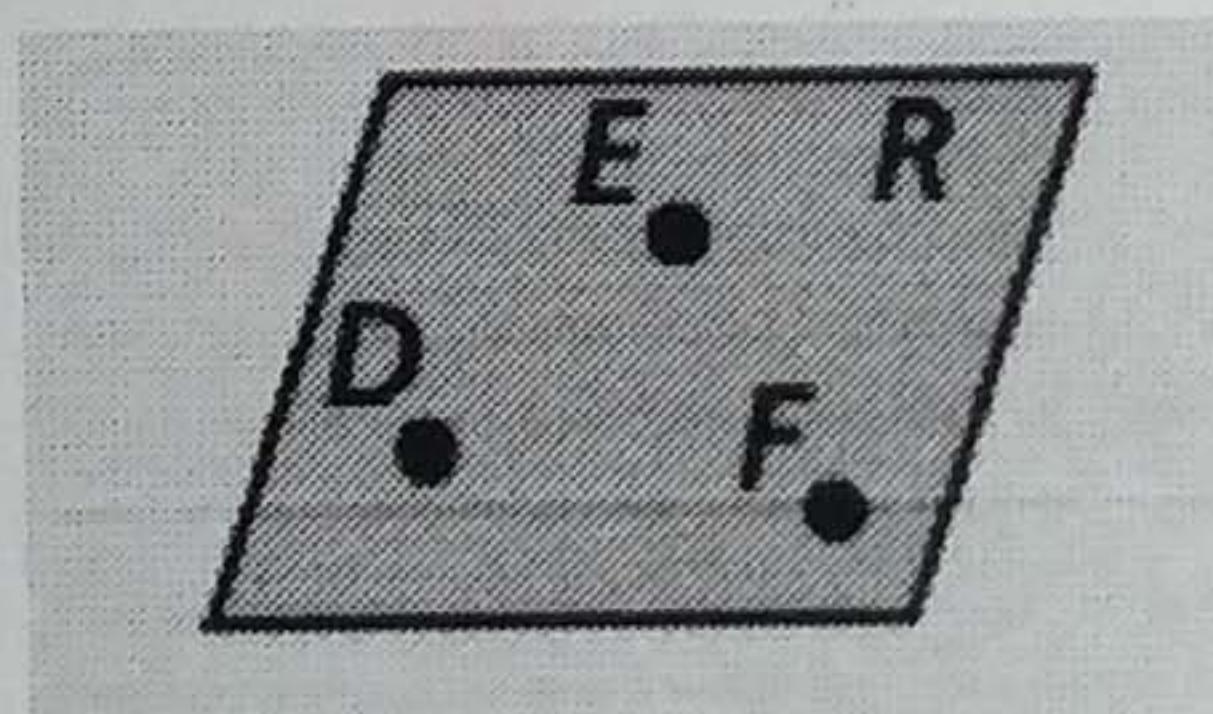
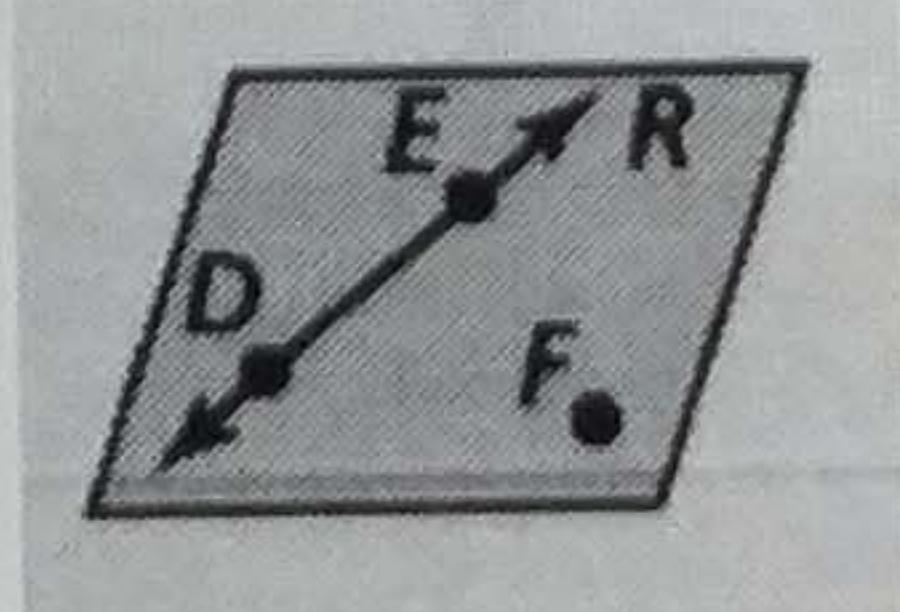
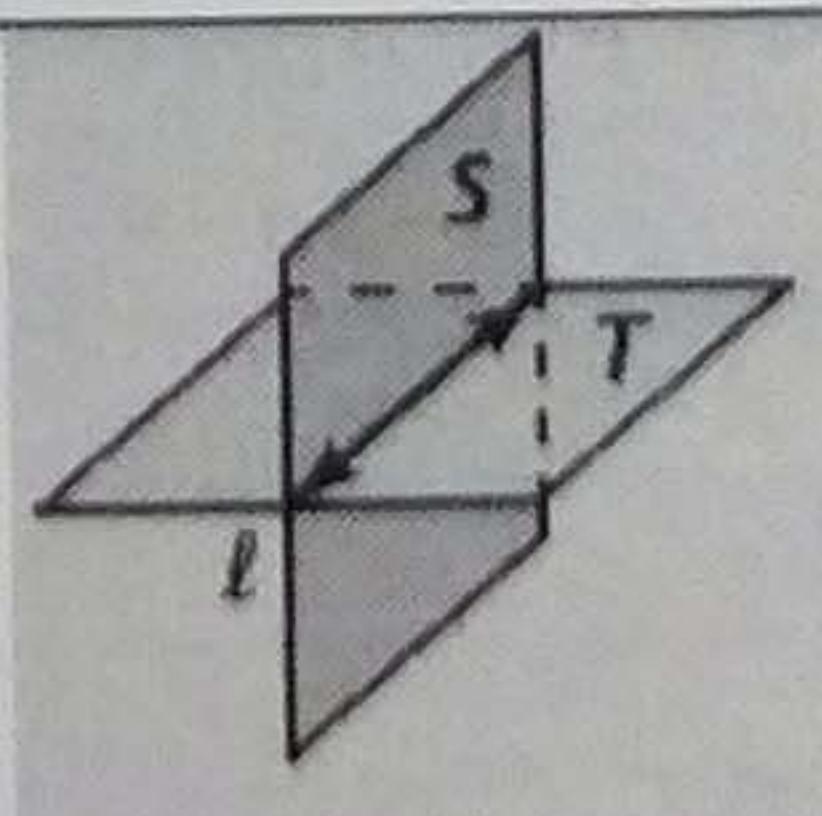
Name KEY Date _____ Period _____

Identifying Postulates

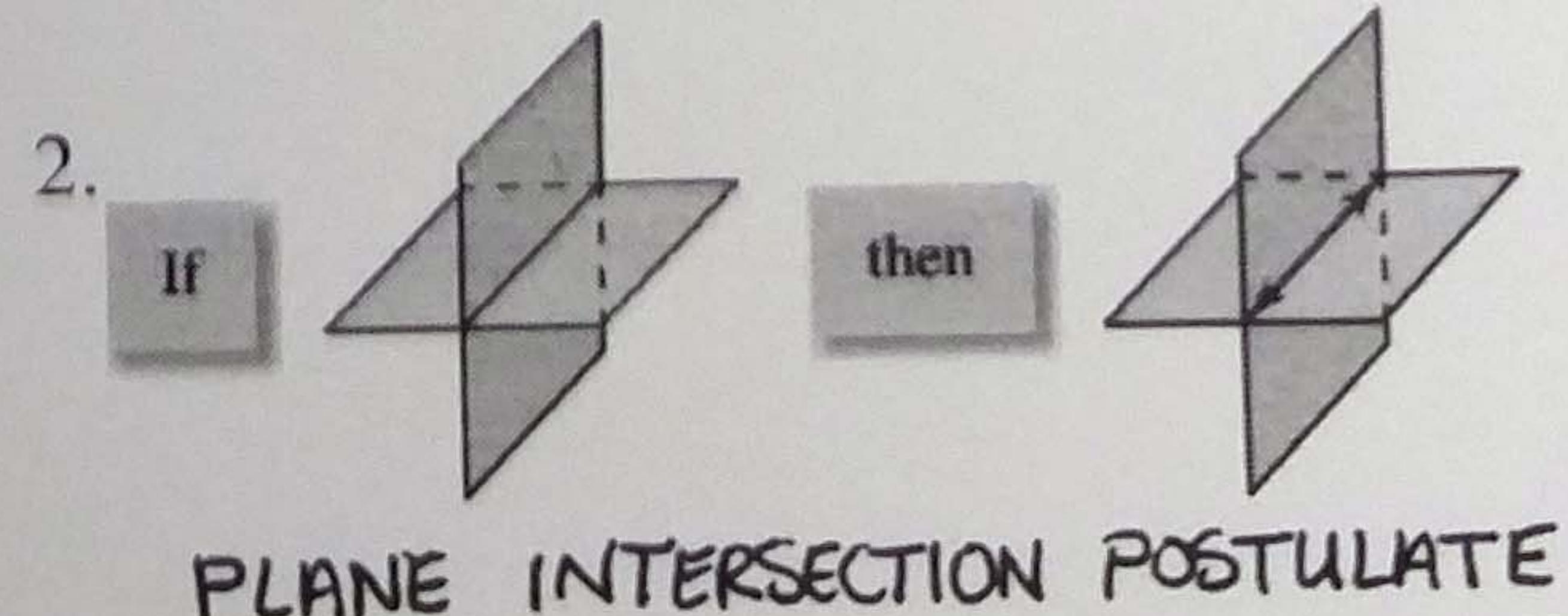
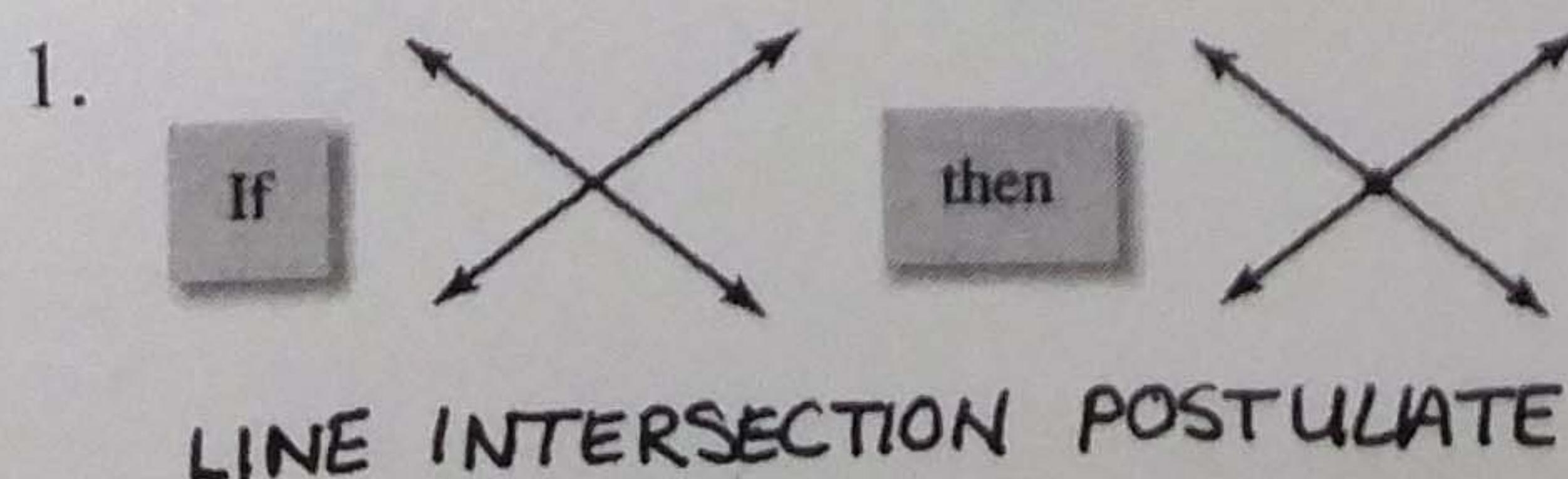
Lesson Objective

NAME POSTULATES AND USE DIAGRAMS TO NAME THEM; SKETCH GEOMETRIC FIGURES.

Postulates

Name	Postulate	Example Diagram	Diagram Explanation
Two Point Postulate	Through any <u>2</u> points, there exists exactly <u>1</u> line.		Through points A and B , there is exactly one line, l .
Line-Point Postulate	A line contains at least <u>2</u> points.		Line l contains at least two points.
Line Intersection Postulate	If two lines intersect, then their intersection is exactly <u>1</u> <u>POINT</u> .		The intersection of line m and line n is point C .
Three Point Postulate a.k.a. the "Tripod Postulate"	Through any <u>3</u> <u>NONCOLLINEAR</u> points there exists exactly <u>1</u> plane.		Through points D , E , and F , there is exactly one plane, plane R .
Plane-Point Postulate	A plane contains at least <u>3</u> <u>NONCOLLINEAR</u> points.		Plane R contains at least three noncollinear points.
Plane-Line Postulate	If <u>2</u> points lie in a plane, then the line containing <u>THEM LIES IN THE PLANE</u> .		Points D and E lie in plane R , so \overleftrightarrow{DE} lies in plane R .
Plane Intersection Postulate	If two planes intersect, then their intersection is a <u>LINE</u> .		The intersection of plane S and plane T is line l .

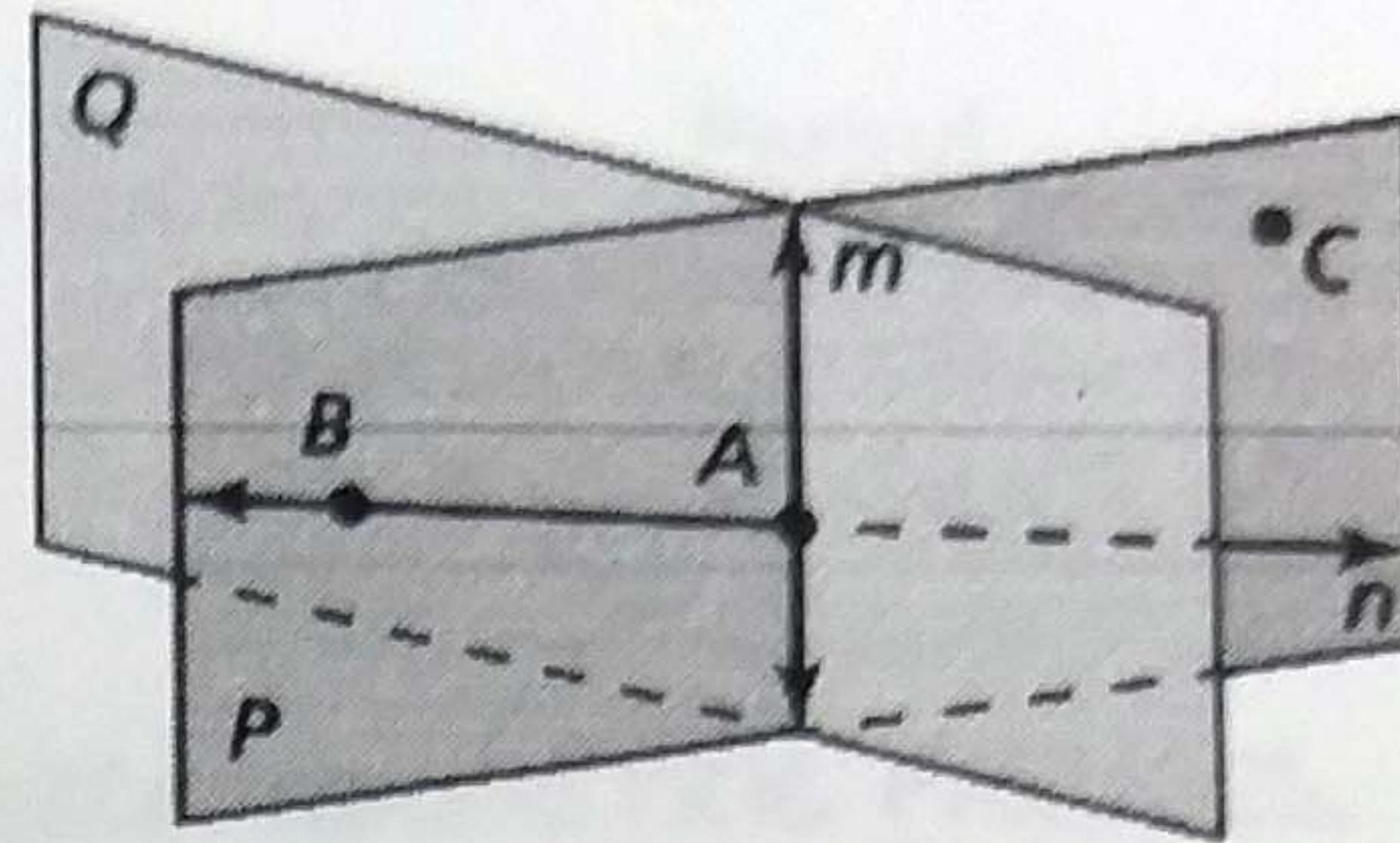
Example: State the postulate illustrated by the diagram.



Example: Use the diagram to write examples of the following postulates:

3. Plane-Point Postulate

PLANE P CONTAINS 3 NONCOLLINEAR POINTS: B, A, C



4. Plane-Line Postulate

B, A ARE IN PLANE P , SO WE CAN DRAW \overleftrightarrow{BA}

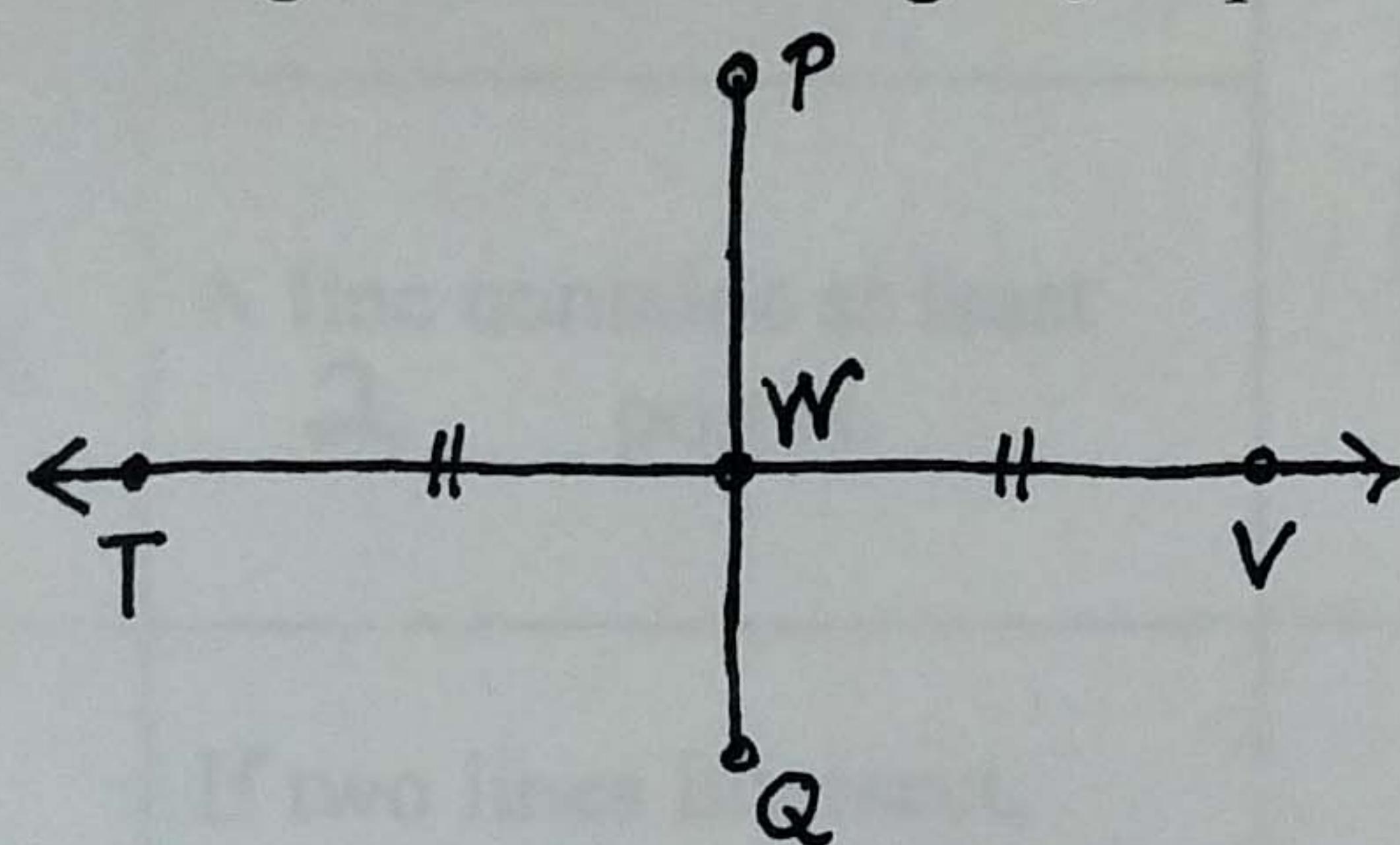
5. Three Point Postulate

A, B, C ARE NONCOLLINEAR, SO WE CAN MAKE PLANE P

Sketching Diagrams

Example:

6. Sketch a diagram showing \overrightarrow{TV} intersecting \overline{PQ} at point W, so that $\overline{TW} \cong \overline{WV}$.



- ~~7.~~ Sketch a diagram showing \overrightarrow{VX} intersecting \overrightarrow{UW} at V so that \overrightarrow{VX} is perpendicular to \overrightarrow{UW} and U, V, and W are collinear.

SKIP

