

# Triangle DETECTIVE

## Rules

- Put the triangles into the FREE section and shuffle or mix up the cards.
- On a player's turn they flip over a card. They catch a triangle if they can find a triangle that matches its description. All players have to agree it fits the description.
- Master Cards are special challenges. Are you a triangle master?
- STEAL cards are the only way to take a triangle someone else has captured.
- Play until the deck is empty. The winner is the player with the most triangles.

## Remember:

Two things are **congruent** in geometry if they are exactly the same size and shape.

An angle is **right** if its sides are perpendicular, like the corner of a square.

An angle is **obtuse** if it is bigger than a right angle.

An angle is **acute** if it is smaller than a right angle.

A triangle is **acute** if it has ALL acute angles.

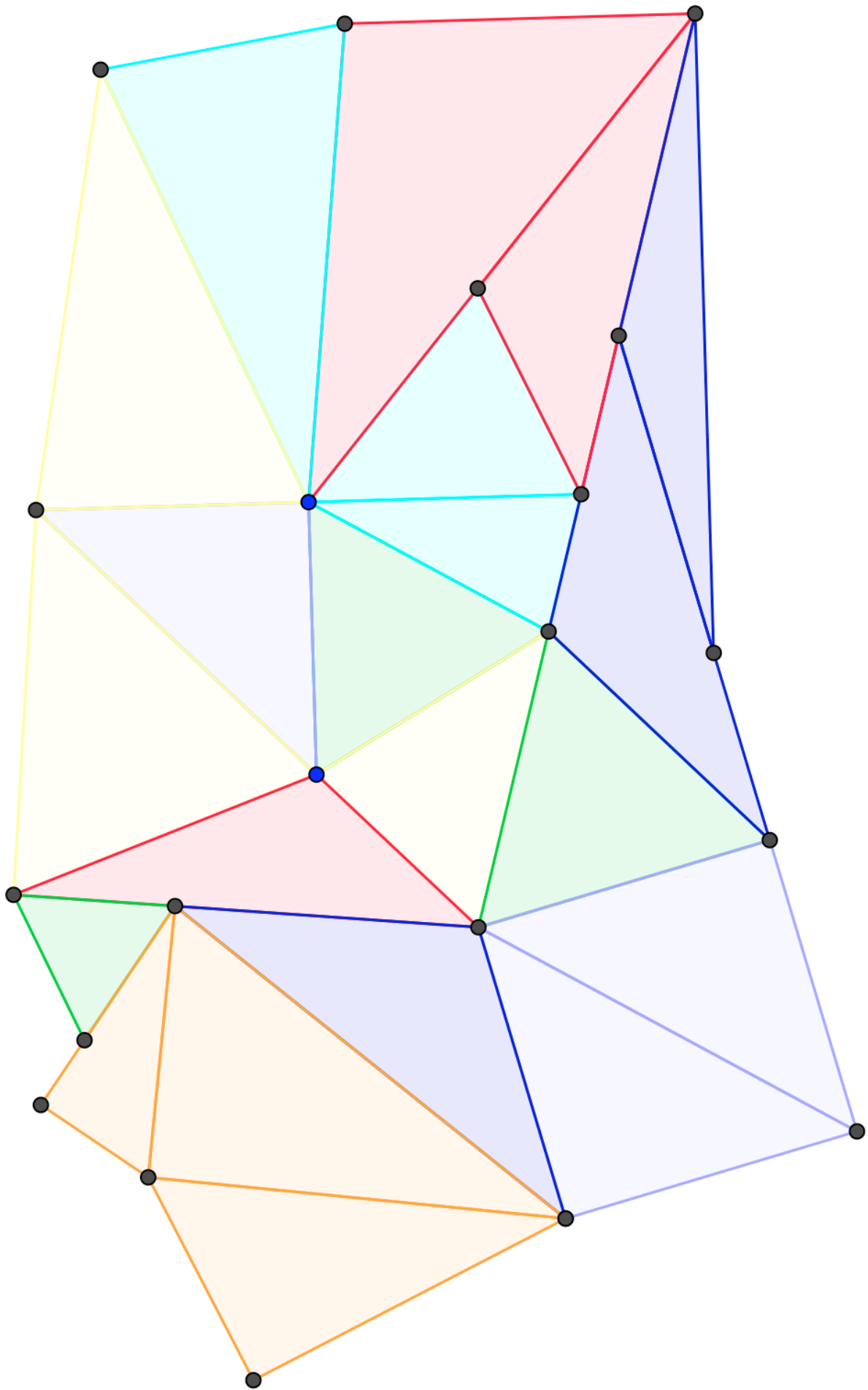
A triangle is **right** if it has ONE right angle.

A triangle is **obtuse** if it has ONE obtuse angle.

A triangle is **equilateral** if it has THREE congruent sides.

A triangle is **isosceles** if it has TWO congruent sides.

A triangle is **scalene** if it has NO congruent sides.



Obtuse Triangle	Has an obtuse angle	Has NO congruent sides	Scalene Triangle
Right Triangle	Has two or more acute angles	Has two or more congruent sides	Isosceles Triangle
Acute Triangle	Has a right angle	Has three congruent sides	Equilateral Triangle
Has at least two congruent angles	Has three acute angles	Has three sides	Has a line of symmetry
Master Card: Take a triangle if you can name its angle type AND its side type!	Master Card: Take a triangle if you can explain the type of each angle in the triangle.	STEAL! If you can find someone with an acute scalene triangle.	STEAL! If you can find someone with a right isosceles triangle.

