

Name: _____

Due Date: _____

1

GEOMETRY A CITY PROJECT

Your task is to design a city that includes several different kinds of lines and angles. You must include the following:

1. City name and population at the top of the project
2. Six parallel streets (each street must be named)
3. Two transversal streets (each street must be named)
4. One perpendicular street (each street must be named)

The following buildings must be placed as directed:

5. The gas station and restaurant must be alternate exterior angles
6. Your house and school must be alternate interior angles
7. Courthouse and bank must be vertical angles
8. Hardware store and church must be corresponding angles
9. Traffic light at two intersections (draw 3 circles on top of each other just like a stop light)
10. Name and label each building
11. Use crayons or colored pencils to draw your city. BE CREATIVE!!!!
12. Design the final city on poster board
13. Once your map is completed you are to write out five directions from one place to another. Each direction must have one of these terms: parallel, intersecting or perpendicular. These directions should be able to get your teacher and classmates from one place to another without getting lost! **Directions must be typed.** Go to the library or make arrangements with me afterschool on Tuesdays or Thursdays.
14. Turn in this sheet with your project

GRADING RUBRIC:

| ITEM | POINTS POSSIBLE | POINTS RECEIVED |
|---------------------------------|-----------------|-----------------|
| Parallel streets (named) | 6 | |
| Transversal streets (named) | 2 | |
| Perpendicular street (named) | 1 | |
| Gas station (named/location) | 4 | |
| Restaurant (named/location) | 4 | |
| House (named/location) | 4 | |
| School (named/location) | 4 | |
| Courthouse (named/location) | 4 | |
| Bank (named/location) | 4 | |
| Hardware Store (named/location) | 4 | |
| Church (named/location) | 4 | |
| Traffic lights (named/location) | 2 | |
| General appearance | 8 | |
| Five directions (typed) | 25 | |
| Late | -10 a day | |

Extra Credit:

1. You may build your city using 3-dimensional objects.
2. Include one street that intersects another street to form an obtuse angle.
3. Include one street that intersects another to form an acute angle

TOTAL
Worth 1 test grade!