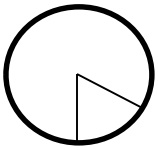
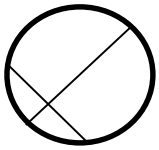
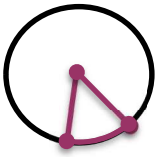
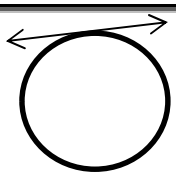
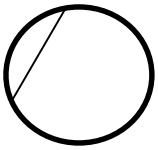
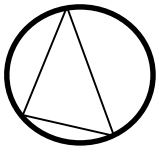
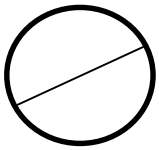
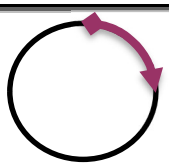
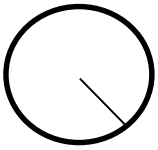
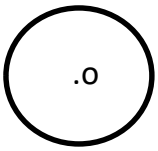
BLM 1 – *Circle Terms Dominos*

Play circle dominos to review the terminology associated with circle geometry. The rules are the same as those for regular dominos:

- Place all dominos face down in either a pool or a stack.
- Each of the 2 players is to select 4 tiles.
- The first player places a domino face up on the playing field.
- The second player can play on either end of the tile, as long as they match either a diagram, a definition, or a term to the correct side. Tiles can be strung end to end, or at a right angle to each other.
- If players cannot match a term, diagram, or definition with the tiles in their hand, they must draw a tile from the pool, and pass their turn.
- The winner is the player who uses all her or his tiles first.

This game can be used as an individual review as well.

	A line that runs from the centre of the circle to the outer edge
	A portion of the perimeter of the circle
	A line segment that joins two points on a circle
	The centre of the circle
	A line which cuts a line segment into two equal parts at 90°
An angle formed at the origin, involving 2 other points on/in the circle	Origin
	Tangent
	Perpendicular Bisector

An angle formed on the perimeter using 2 points found elsewhere on/in the circle	Diameter
	Radius
A portion of a circle bounded by two radii and the included arc	Chord
	Central Angle
	Sector
A line that touches the perimeter of a circle at a 90° angle, contacting at only one point	Inscribed Angle
A chord that bisects the circle, passing through the centre.	Arc