

Unit 11 Day 3: Area of Polygons/Circles

(Day 1 was Partitioning a Line Segment, Day 2 was Interior Angles of a Polygon)

Aim: How can we find the area of polygons and circles?

Do Now: Using your reference table, what are the area formulas for a...

Triangle =

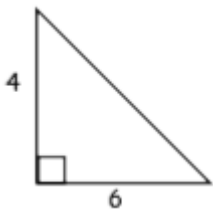
Circle =

Square =

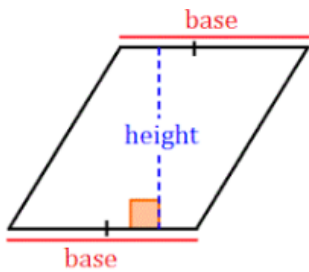
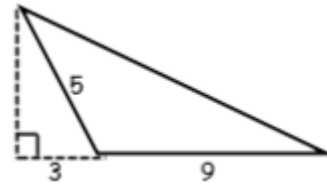
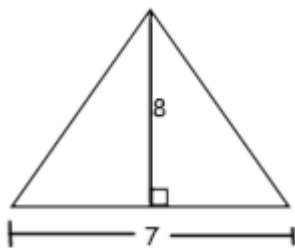
Rectangle =

Parallelogram =

Find the areas of the triangles below:



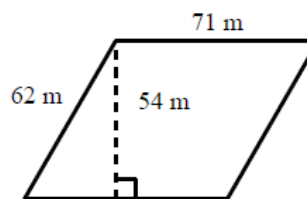
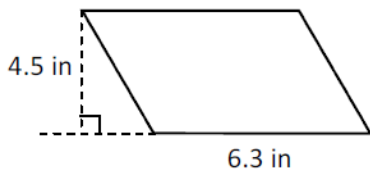
Area of a Triangle

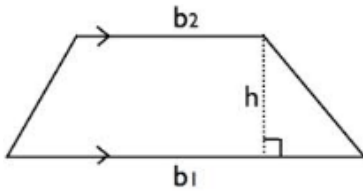


Area of a parallelogram

***This formula also works for rectangles, rhombuses and squares since they are parallelograms!*

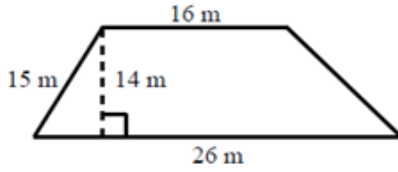
Example: Find the area of each parallelogram



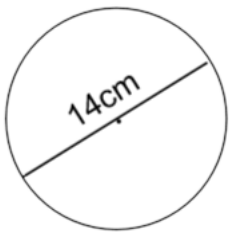


Area of a Trapezoid

Example: Find the area of the trapezoid



Find the area and circumference of the circle below:



Area and Circumference of a Circle

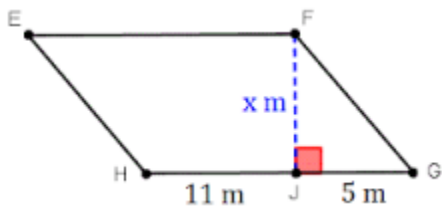
PRACTICE/APPLICATION

1. The perimeter of a square is 64 meters. Find the area of the square.

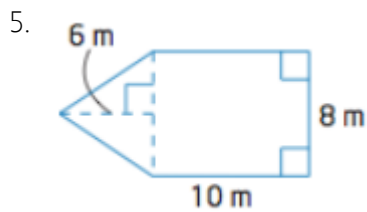
2. A rectangle is 20 in. tall. Its area is 260 in.^2 . What is its width?

3. The area of a trapezoid is 170 in^2 . If the height is 10 in. and the longer base is 31 in. , what is the length of the shorter base? Round your answer to the nearest tenth.

4. Given the area of the parallelogram is 80 m^2 . Find the exact length of \overline{FG} .



Find the area of the composite figures:

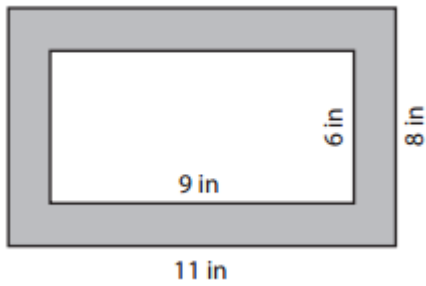


6. *be careful with the dimensions on this one!*

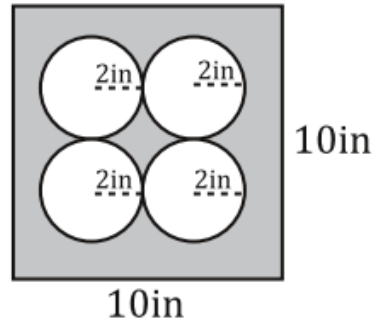


Find the area of the shaded region

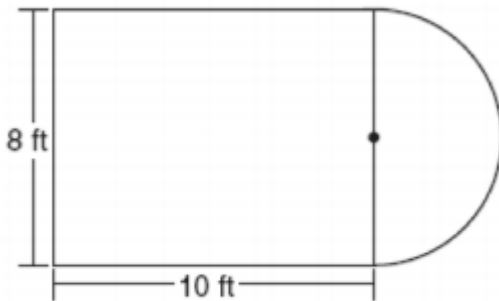
7.



8.



9. Luis is going to paint a basketball court on his driveway, as shown in the diagram below. This basketball court consists of a rectangle and a semicircle.



Which expression represents the area of this basketball court, in square feet?

- 1) 80
- 2) $80 + 8\pi$
- 3) $80 + 16\pi$
- 4) $80 + 64\pi$

10. The diagram below consists of a square with a side of 4 cm, a semicircle on the top, and an equilateral triangle on the bottom. Find the perimeter of the figure to the *nearest tenth of a centimeter*.

