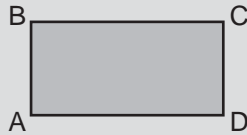


**Quadrilaterals** have four sides and four angles.

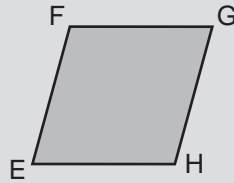
A quadrilateral with four right angles is called a **rectangle**.

A quadrilateral with four equal side lengths is called a **rhombus**.

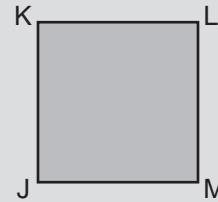
A quadrilateral that is both a rectangle and a rhombus is called a **square**.



ABCD is a rectangle.



EFGH is a rhombus.

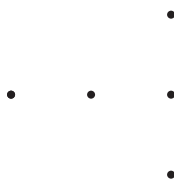


JKLM is a rectangle, a rhombus, and a square.

When naming polygons with four or more sides, the corners must be listed in order around the shape. For example, rectangle ABCD above could be named BCDA, but **not** ABDC.

**PRACTICE**

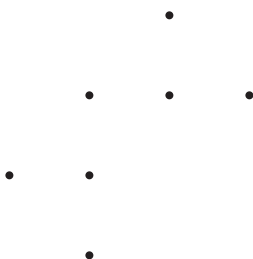
39. Connect four points below to make a quadrilateral.



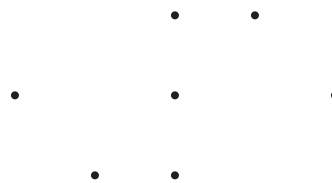
40. Connect four of the points below to make a square.



41. Connect four of the points below to make a rectangle.



42. Connect four of the points below to make a rhombus.



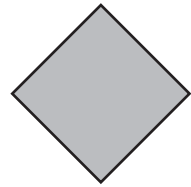
# SHAPES

## Quadrilaterals

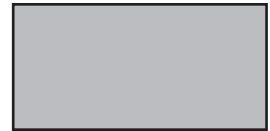
### PRACTICE

Draw a line to connect each of the descriptions below to one of the drawings on the right. If a shape is impossible, connect it to the circle marked "Impossible".

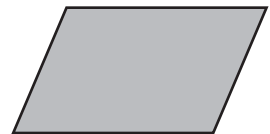
43. A rectangle that is not a square.



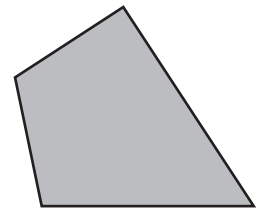
44. A quadrilateral with exactly one right angle.



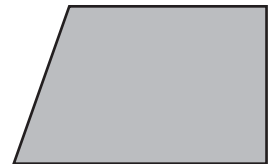
45. A rhombus.



46. A quadrilateral with exactly two right angles.



47. A quadrilateral that has four acute angles.



48. A quadrilateral that can be cut into two acute triangles.

