## MATH 4 Class

Warning: The interactivity in this PDF file is enabled by Javascript. For full funcitonality you have to use the Javascript capable PDF browser. Currently only Adobe Reader is
ANGLES available.

## MATCHING GAME

The goal of the puzzle is to make correct pairs of questions and answers with a minimal amount of incorrect attempts.

## Pythagoras, philosopher and mathematician.

Clock faces are shown in the picture. Inside each clock face there are two chords drawn connecting the numbers on the clock face. Match the marked angles between the chords with their measures.


## MATH 4 Class

