**BLM 7.SS.3.3: Creating Perpendicular Bisectors**

|  |  |
| --- | --- |
| **Use a square corner.** |  |
| **Use a protractor.** |  |
| **Use a straightedge and a compass.** |  |
| **Use a Mira.** |  |
| **Use tracing paper.** |  |
| **Use a ruler to**  **create a rhombus.** |  |