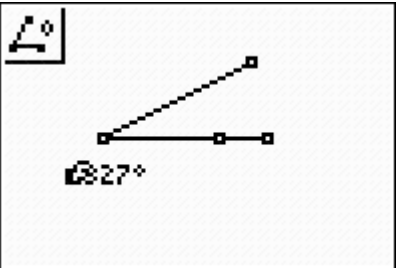
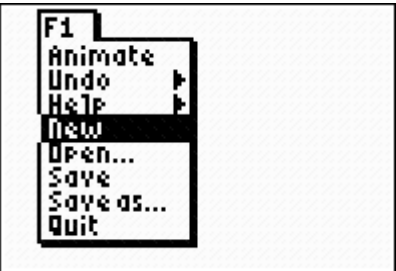
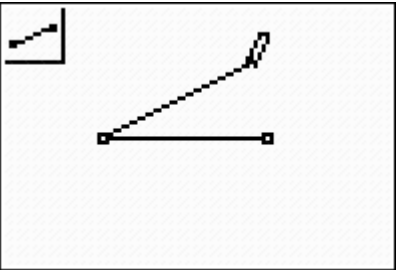
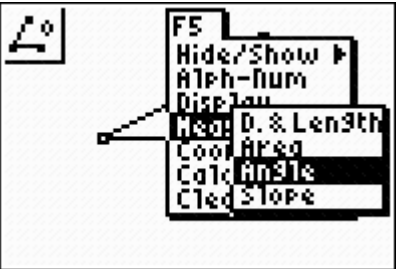
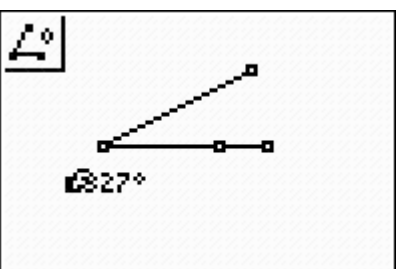
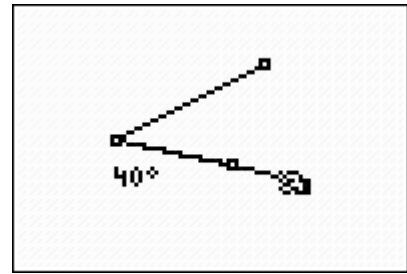




CABRI™ JR. ACTIVITY 2: CONSTRUCTING AND MEASURING AN ANGLE

<p>ACTIVITY OVERVIEW: In this activity we will</p> <ul style="list-style-type: none">• Draw an angle• Find the measure of the angle• Change the angle	
<p>Access the Cabri Jr APP and select New from the F1 menu. (If asked to Save changes? press to \leftarrow [ENTER] choose “No.”)</p>	
<p>Press [WINDOW] for F2 and select Segment. Move to the right and place an endpoint by pressing [ENTER]. Now move left and mark another endpoint by pressing [ENTER] again. This point will be the vertex of the angle so press [ENTER] to start a new segment with the same endpoint. Move up and right to end the segment with [ENTER]. You should have two segments with a common endpoint.</p>	
<p>Press [GRAPH] for F5 and move to Measure and Angle. Press [ENTER]. You will now select 3 points to determine the angle.</p>	
<p>The last endpoint you chose is flashing so press [ENTER] to choose that point. Move until the vertex of the angle is flashing and press [ENTER]. The third point defining the angle to be measured can be any point along the other side of the angle. Press [ENTER] to select the third point. The angle measure will appear with the <i>hand</i>. Move it to a convenient location away from the angle. Press [CLEAR] to turn off the <i>hand</i>. Press [CLEAR] again to exit the angle measure tool.</p>	

Move the pointer to an endpoint of one of the sides.
Press **[ALPHA]** to activate the hand. Use **[↑]** **[↓]** to
change the angle measure.



Exit the APP using F1 and selecting Quit, or by
pressing **[2nd]** **[MODE]** for **[QUIT]** .

