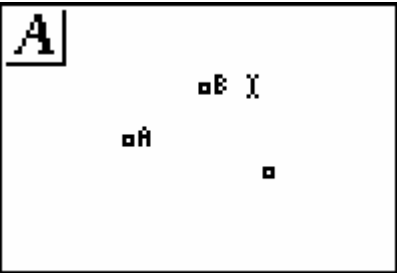

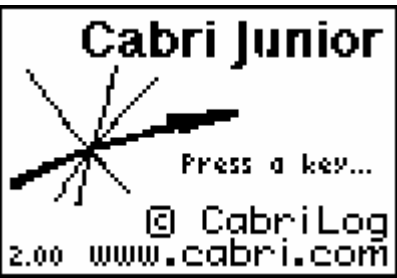
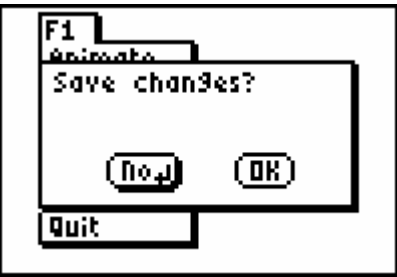
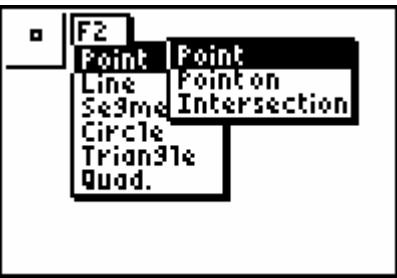
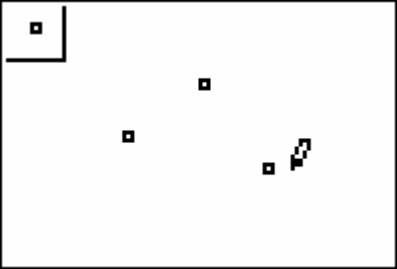
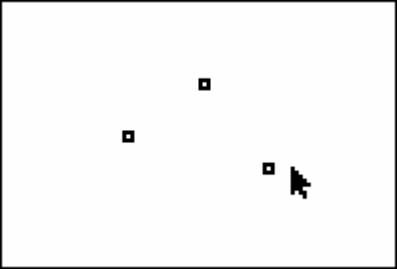
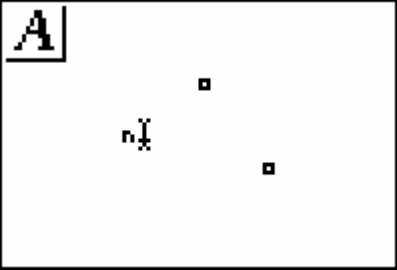
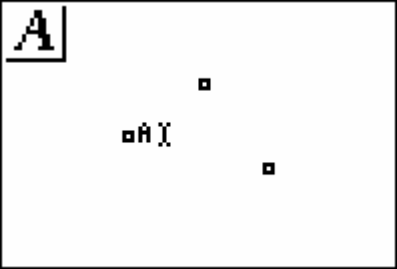


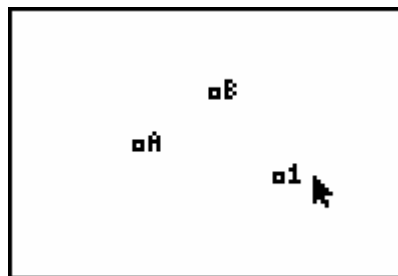


CABRI™ JR. BASICS: LABELING POINTS

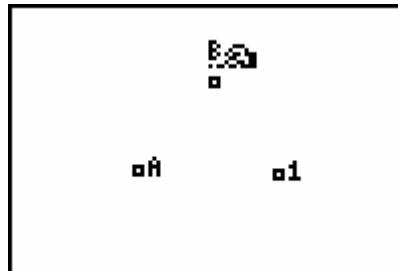
<p>ACTIVITY OVERVIEW: In this activity we will</p> <ul style="list-style-type: none"> • Access the Cabri™ Jr application • Draw some points • Label each point 	
<p>Turn the calculator ON and press [APPS].</p>	
<p>Move down the list using [↓] until you find Cabri Jr. Press [ENTER] to select the application. (Or simply press the number to the left of Cabri Jr.)</p>	
<p>Press [Y=] for the F1 menu and select New. (If asked to Save changes? press [←] [ENTER] to choose "No.")</p>	
<p>Press [WINDOW] for the F2 menu and move [▶] then press [ENTER] for Point. You will see the point tool in the upper left corner.</p>	

<p>Make three points by moving around the screen and pressing ENTER at the desired location of each point.</p>	
<p>Press CLEAR to exit the point drawing tool.</p>	
<p>Press GRAPH for the F5 menu and move down to Alpha-Num and press ENTER. Move the text cursor to one of the points.</p>	
<p>When the text cursor is near one of the points and the point is blinking, press ENTER MATH ENTER to label Point A. (You selected MATH because the alpha character associated with that key is the letter "A".)</p>	
<p>Move the cursor to another point and when the point is blinking, press ENTER APPS ENTER to label point B. (You selected APPS because the alpha character associated with that key is the letter "B".)</p>	
<p>To label a figure with a number rather than a letter, press ALPHA. Move to the third point and when the point is blinking, press ENTER 1 ENTER to label point 1.</p>	

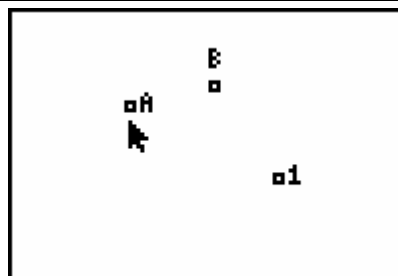
Press **CLEAR** to exit the labeling tool.



You can change the location of a label.
To move the label “B”, move the arrow until the underlined portion of B is flashing. Press **ALPHA** to engage the *hand* and move the label to the new location. Press **ALPHA** or **ENTER** or **CLEAR** when the label is in the desired location and the *hand* will disappear.



To move a point and its label, move the arrow until the point is flashing and press **ALPHA** to engage the *hand*. As you move around the screen, the point and label will move together.
Press **ALPHA** or **ENTER** or **CLEAR** when you reach the desired location and the *hand* will disappear.



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

