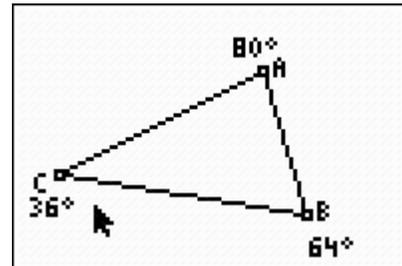


# CABRI™ JR. ACTIVITY 4: MEASURING ANGLES OF A TRIANGLE

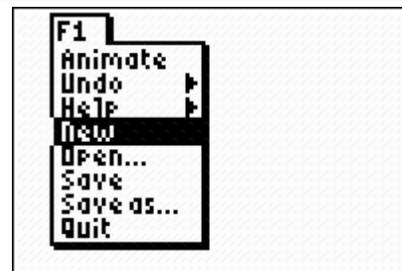
## ACTIVITY OVERVIEW:

In this activity we will

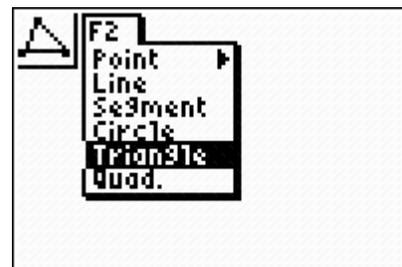
- Draw a triangle
- Label the vertices
- Measure the interior angles
- Find the sum of the angles
- Change the angles of the triangle



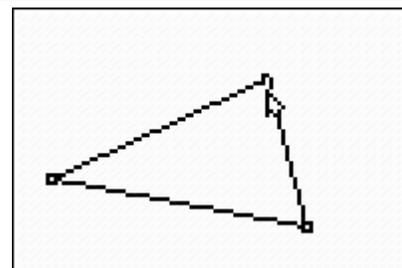
Press **[APPS]**. Move down to the CabriJr APP and press **[ENTER]**. Press **[Y=]** for the F1 menu and select **New**. (If asked to **Save changes?** press **[←]** **[ENTER]** to choose “No.”)



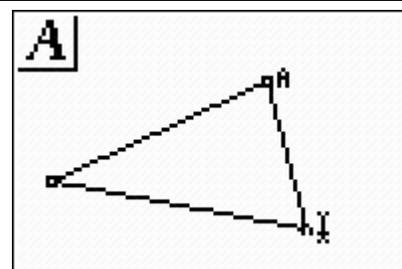
Press **[WINDOW]** for F2, move down to **Triangle** and press **[ENTER]**.



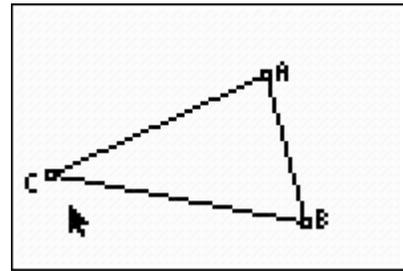
Move to the location of a vertex and press **[ENTER]**. Move to the second vertex and press **[ENTER]**. Move to the third vertex and press **[ENTER]**. Press **[CLEAR]** to exit the triangle drawing tool.



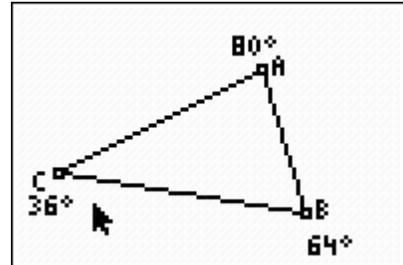
Press **[GRAPH]** for the F5 menu and move down to **Alpha-Num** and press **[ENTER]**. When the text cursor is near vertex A and the point is blinking, press **[ENTER]** **[MATH]** **[ENTER]** to label vertex A.



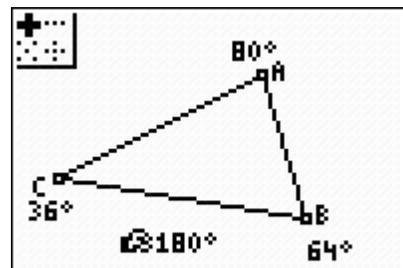
Move the cursor to vertex B and when the point is blinking, press **ENTER** **APPS** **ENTER** to label vertex B. Move to vertex C and when the point is blinking, press **ENTER** **PRGM** **ENTER** to label vertex C.



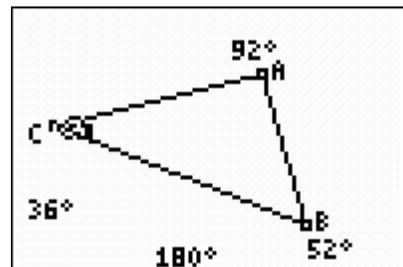
Use F5 to measure each angle. When you have measured angle A, use the *hand* to move the number to a convenient location. Press **CLEAR** then measure angle B. Repeat for angle C



Press **GRAPH** for F5 and move down to **Calculate**. Press **ENTER**. Move the arrow until an angle measure has a flashing underline and press **ENTER**. Repeat this until the measures for all three vertices are flashing. Press **+** and the sum of the angle measures will be displayed.



Press **CLEAR** **CLEAR** to disable the *hand* and to exit the calculate tool. Move to a vertex and when it is flashing, press **ALPHA**. Use the *hand* to move the vertex and record what happens to the angle measures and their sum. Move to a different vertex and explore changes there.



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



Based on their observations, students will be able to make a conjecture about the sum of the measures of the angles of a triangle.