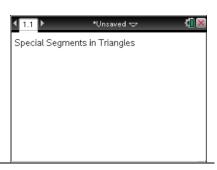
# Special Segments in Triangles MATH NSPIRED

## **Activity Overview:**

In this activity, you will create four special segments from a given vertex in a triangle.

### **Materials**

• Technology needed (TI-Nspire<sup>™</sup> handheld, computer software)



#### Step 1 Preparing the document

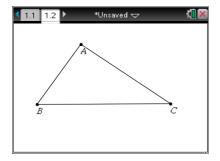
- 1. Press Gon > New Document > Add Notes.
- 2. Type "Creating Special Segments in Triangles". **Note:** To obtain capital letters, use the fighting key.
- 3. Press ctrl > I > Add Geometry.
- 4. Press Menu > View > Hide Scale.
- 5. Press Menu > Settings. Select "Fix 0" for Display Digits. Press tab to OK, and press a or enter.

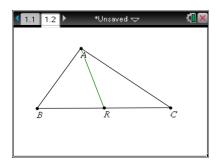
#### Step 2 Creating triangle ABC

- 1. Press Menu > Shapes > Triangle.
- 2. Move the cursor to a convenient location, and press to create a vertex. Immediately press shift **A** to label the vertex. (See the figure at the right.)
- 3. Move the cursor to a new location, and press to place a second vertex. Immediately press shift **B** to label the vertex.
- 4. Move the cursor to a new location and press to create the third vertex. Immediately press shift C to label the vertex.
- 5. Press esc to exit the **Triangle** tool.

#### Step 3 Constructing the median

- 1. Press Menu > Construction > Midpoint.
- 2. Click anywhere on  $\overline{BC}$ , and then immediately label the point by pressing  $\widehat{\mathfrak{p}}$ shift  $\widehat{\mathbf{R}}$ . Press  $\widehat{\mathfrak{esc}}$ .
- 3. Press Menu > Points & Lines > Segment to create  $\overline{AR}$ .
- 4. Move the cursor to point *A* and press . Then, move the cursor to point *RI*, and press .
- 5. Press esc to exit the **Segment** tool.
- 6. If desired, right-click (ctrl menu) on the segment, and add Color.





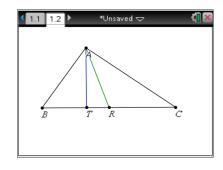
# Special Segments in Triangles Math Napired

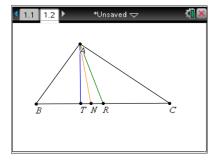
#### Step 4 Constructing the altitude

- 1. Press Menu > Construction > Perpendicular.
- 2. Click on A and  $\overline{BC}$ .
- 3. Press Menu > Points & Lines > Intersection Point(s).
- 4. Click on the perpendicular line, and then click on *BC*. Label the intersection point by pressing Φshift [T]. Press [esc].
- 5. Press Menu > Points & Lines > Segment to create  $\overline{AT}$ .
- 6. Click on point A, then point T. Press esc.
- 7. Hide the perpendicular line by pressing **Menu > Actions > Hide/Show.** Click on a part of the line that does not contain  $\overline{AT}$ .
- 8. Press esc to exit the **Hide/Show** tool. **Note:** If points *T* and *R* are close together, grab and drag point *A* to change the shape of the triangle to make the two points farther apart.
- 9. If desired, right-click (ctrl menu) on the segment and add Color.

### Step 5 Constructing the angle bisector

- 1. Press Menu > Construction > Angle Bisector.
- 2. Click on point *B*, then point *A* (the vertex), and finally point *C*. Press [esc].
- 3. Press Menu > Points & Lines > Intersection Point(s).
- 4. Click anywhere on the angle bisector and then on  $\overline{BC}$ . Label the intersection point by pressing  $\widehat{\P}$  shift  $\mathbb{N}$ . Press [esc].
- 5. Press Menu > Points & Lines > Segment to create  $\overline{AN}$ .
- 6. Click on point A and then N. Press [esc].
- Hide the angle bisector by pressing Menu > Actions >
   Hide/Show. Click on any part of the angle bisector that does not contain AN.
- 8. Press esc to exit the Hide/Show tool.
- 9. If desired, right-click (ctrl menu) on the segment and add Color.

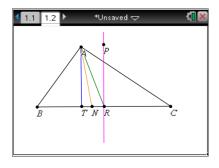




# Special Segments in Triangles MATH NSPIRED

# Step 6 Constructing the perpendicular bisector of $\overline{BC}$

- 1. Press Menu > Construction > Perpendicular Bisector.
- 2. Click on  $\overline{BC}$ . Press [esc].
- 3. If the top of the perpendicular bisector is not above and outside the triangle, grab the top of the perpendicular bisector by holding down the click key a for a few seconds. Then, pull it up so that the top of the segment is above and outside the triangle.



- 4. Press Menu > Points & Lines > Point On.
- 5. Click on the perpendicular bisector at a spot outside the triangle to select the line. Click a second time to place a point on it. Label the point by pressing fighting P.
- 6. Press esc to exit the **Points & Lines** tool.
- 7. If desired, right-click (ctrl menu) on the line, and add Color.

### Step 7 Resizing triangle ABC

- Move the cursor over any vertex and press ctrl to grab it.
- 2. Use the touchpad to make the triangle larger or smaller by moving the vertex that was "grabbed."
- 3. Press esc.

#### Step 8 Cloning the figure

Clone page 1.2 so that if a mistake is made, or the figure gets congested, another figure will be ready to use.

- Stay on page 1.2. To see all the pages, press ctrl ▲.
- 2. To copy page 1.2, press ctrl C.
- 3. To paste page 1.2, press ctrl **V**.
- 4. Repeat step 3 as many times as desired.
- 5. Press ctrl ▼.

#### Step 9 Saving the document

- 1. Press doc → > File > File Save As.
- 2. Save in an appropriate folder. Use the file name "Special\_Segments\_in\_Triangles." Tab to **Save** and press enter.

