

Secrets in the Triangle

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Activity overview

Students will use the geometry screens of the nspire to find points of concurrency by constructing the altitudes, the perpendicular bisectors, and the medians in triangles. The Euler Line will be found and extensions given.

Concepts

Find perpendicular bisectors, medians, altitudes, and angle bisectors in triangles. Find points of concurrency and Euler Line.

Teacher preparation

Students should know definitions of altitude and medians of a triangle, also perpendicular bisectors and angle bisectors in triangles. Circumcenter, orthocenter, centroid and incenter will be defined in the activity. Secrets in the Triangle should be downloaded to calculators. Step-by-step directions are included below for new Nspire users.

Classroom management tips

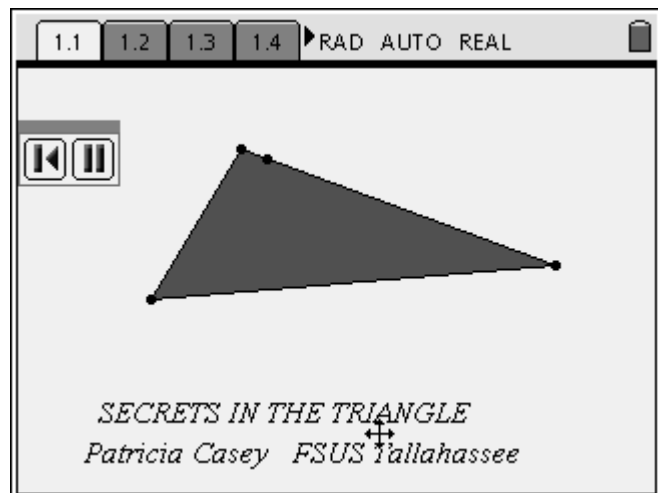
This activity can be completed by the student individually, with a small group, or together with the class. If students have a working knowledge of the Nspire then they can do the activity with just the Secrets in the Triangle file downloaded to their calculator. If more help is needed step by step instructions are below.


TI-Nspire Application

Students will need to have Geometry_EulerLine_Casey.tns downloaded for this activity


Step-by-step directions

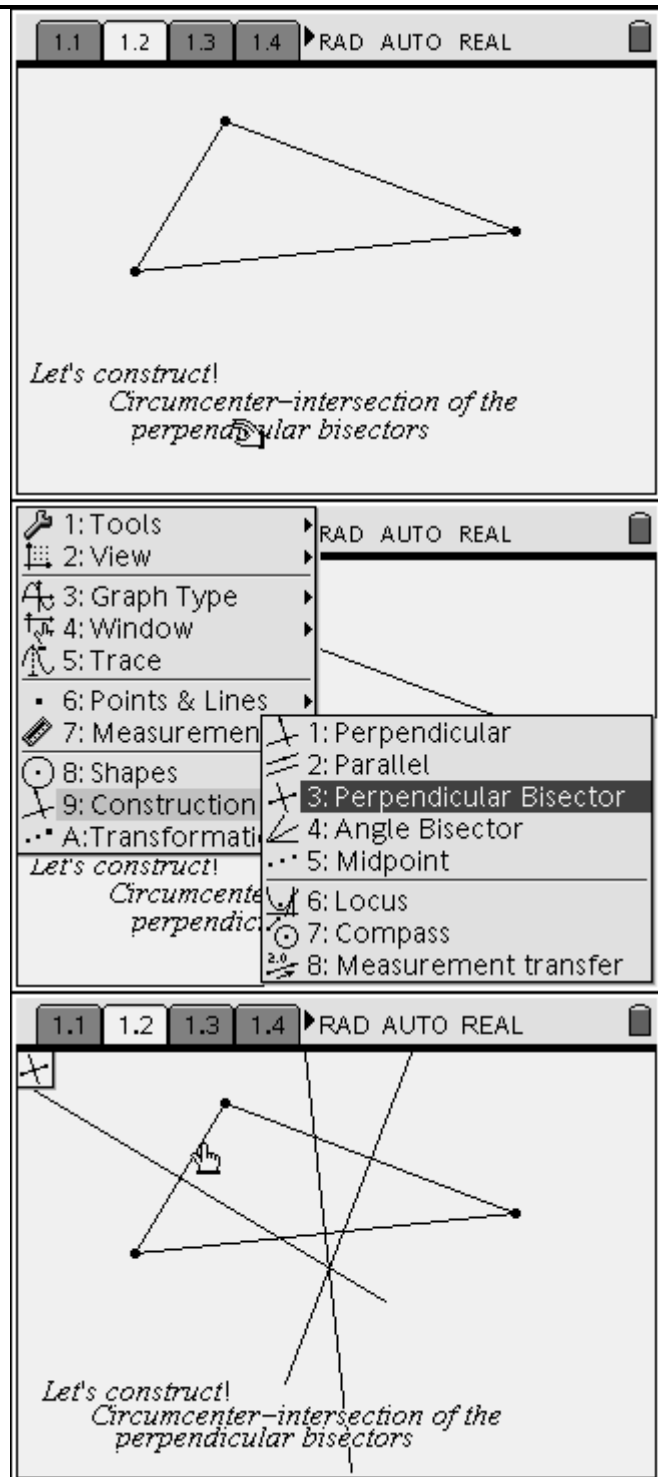
1. Open *Secrets in the Triangle* by going to *My Documents*.



2. Pressing  Right Arrow to advances to next page.

3. Construct the perpendicular bisectors and note the concurrent intersection of the three bisectors called the circumcenter. Use the

Construction choice in .



1.1 1.2 1.3 1.4 RAD AUTO REAL

*Let's construct!
Circumcenter - intersection of the
perpendicular bisectors*

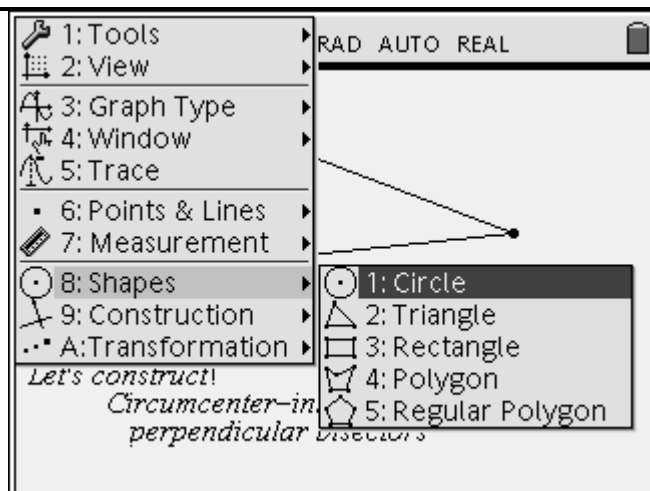
1: Tools
2: View
3: Graph Type
4: Window
5: Trace
6: Points & Lines
7: Measurement
8: Shapes
9: Construction
A: Transformation

1: Perpendicular
2: Parallel
3: Perpendicular Bisector
4: Angle Bisector
5: Midpoint
6: Locus
7: Compass
8: Measurement transfer

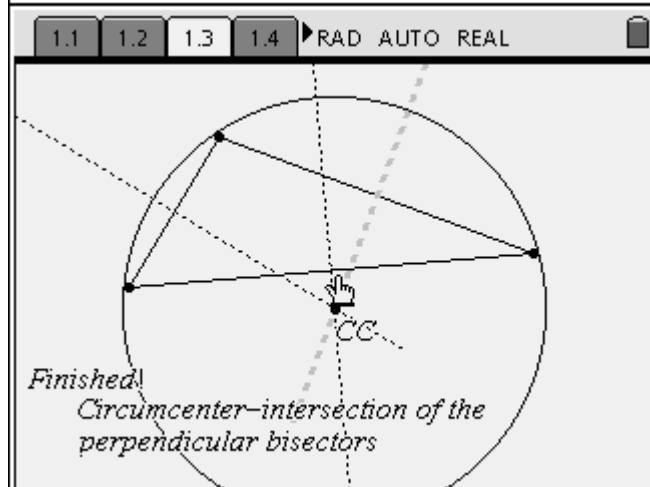
1.1 1.2 1.3 1.4 RAD AUTO REAL

*Let's construct!
Circumcenter - intersection of the
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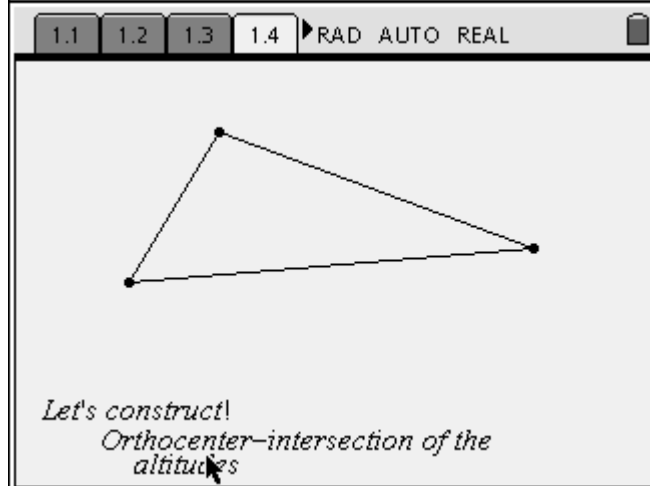
4. Find the circumscribed circle for the triangle using the circumcenter as the center. Go to **(menu)** to Shapes: Circle to find the circle maker. The circumcenter will be the center of the circle. Open the circle until it hits all 3 side of the triangle!



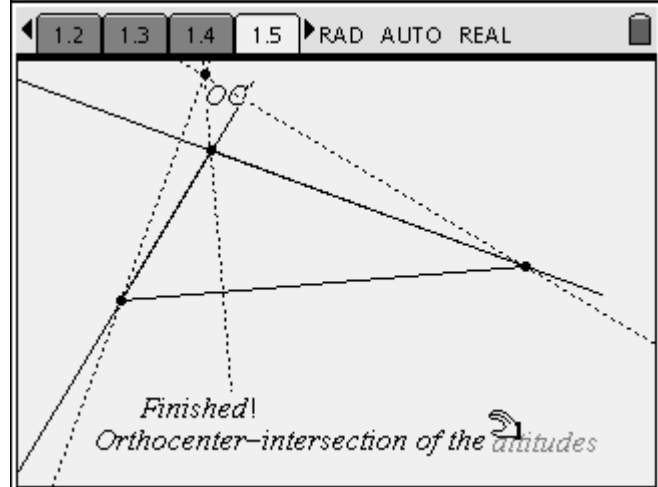
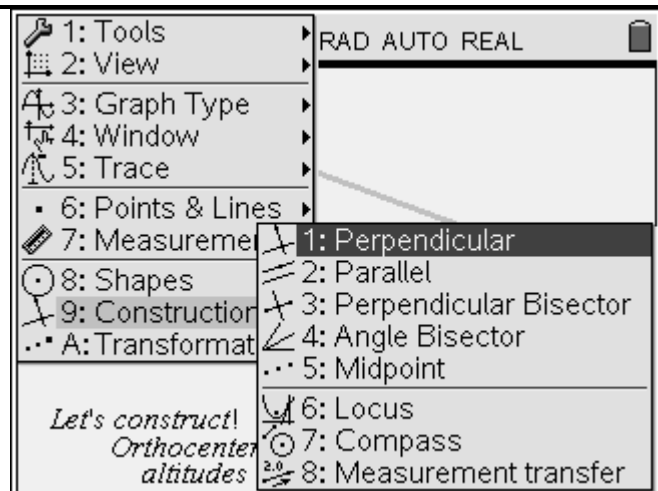
5. Check the next page to check your work.



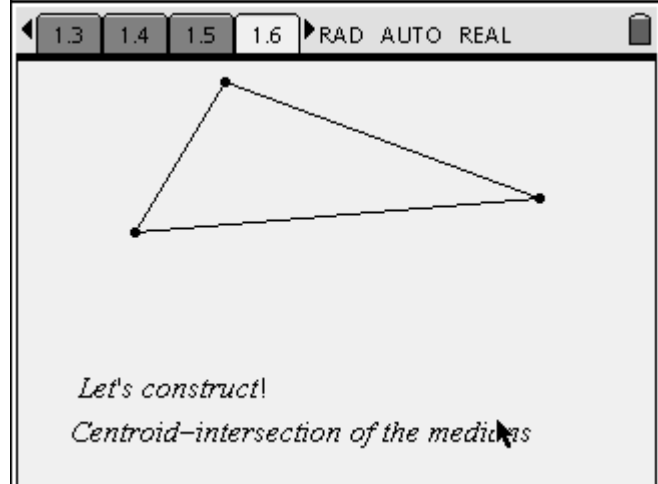
6. Continuing to next page, construct the altitudes and find the orthocenter. Find the altitudes by going to **(menu)** then construction:perpendicular. Choose a vertex and its opposite side for all three vertices.

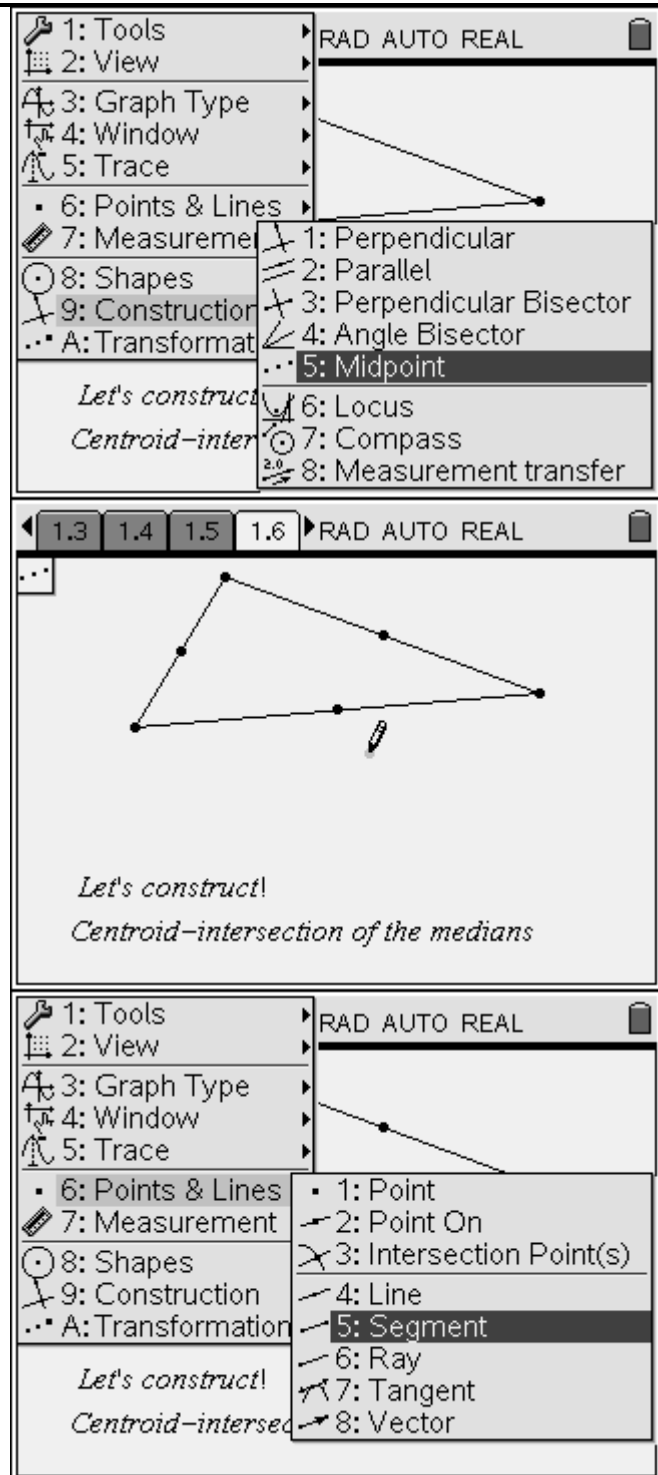


7. Check the next page to check your work.



8. Continue to next page and construct the medians to find the centroid. This construction must be done in 2 parts. Use midpoint under the construction menu for all three sides. After finding the midpoints then use Points & Lines:Segment to connect the midpoints with the opposite vertices.





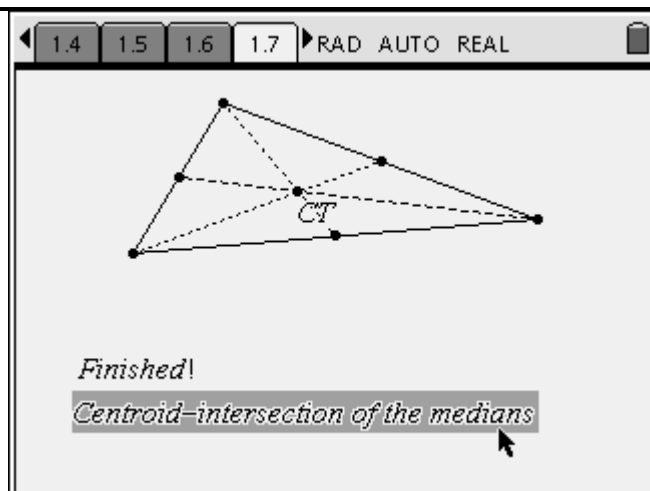
The image displays three sequential screenshots of a geometry software interface, showing the steps to construct the centroid of a triangle.

Top Screenshot: The software window is titled "RAD AUTO REAL". The left-hand menu is open to "5: Trace", and a sub-menu is displayed with the following options: 1: Perpendicular, 2: Parallel, 3: Perpendicular Bisector, 4: Angle Bisector, 5: Midpoint (highlighted), 6: Locus, 7: Compass, and 8: Measurement transfer. The main workspace shows a triangle with a line segment drawn from one vertex to the midpoint of the opposite side.

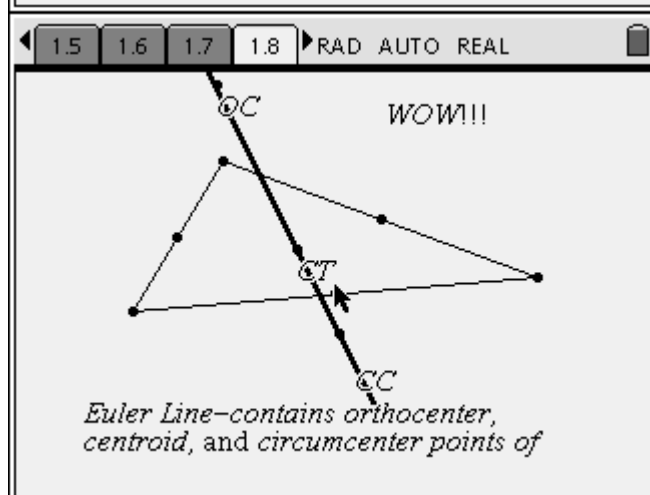
Middle Screenshot: The software window is titled "RAD AUTO REAL". The top navigation bar shows tabs for 1.3, 1.4, 1.5, and 1.6. The main workspace displays a triangle with three medians drawn from each vertex to the midpoint of the opposite side. The intersection of these medians is marked with a pencil icon. Below the workspace, the text reads: "Let's construct!" and "Centroid—intersection of the medians".

Bottom Screenshot: The software window is titled "RAD AUTO REAL". The left-hand menu is open to "6: Points & Lines", and a sub-menu is displayed with the following options: 1: Point, 2: Point On, 3: Intersection Point(s), 4: Line, 5: Segment (highlighted), 6: Ray, 7: Tangent, and 8: Vector. The main workspace shows a single line segment.

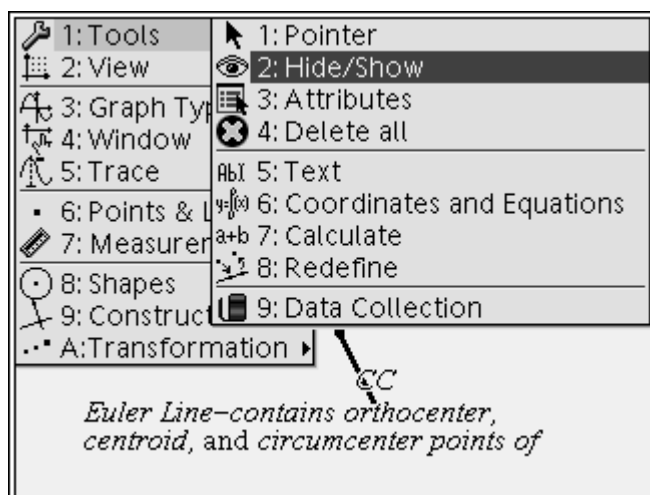
9. Check next page to check Line. Work for Centroid.



10. The next page shows all 3 points of concurrency and the line that goes through them called the Euler Line.

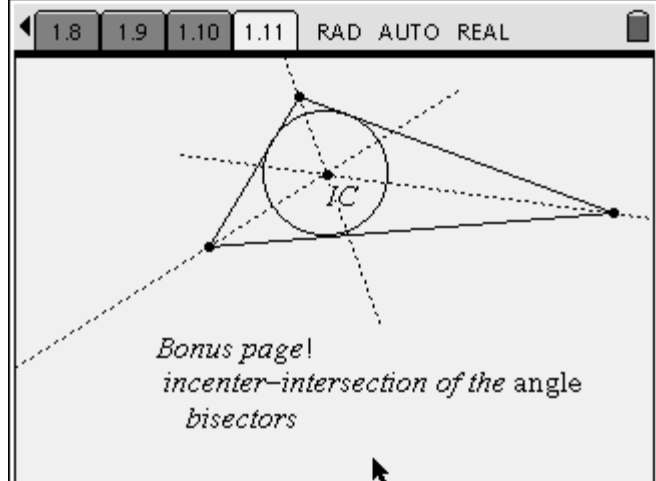
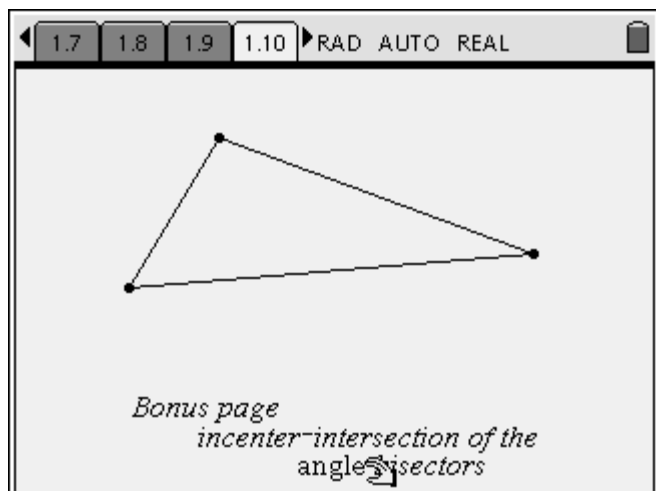
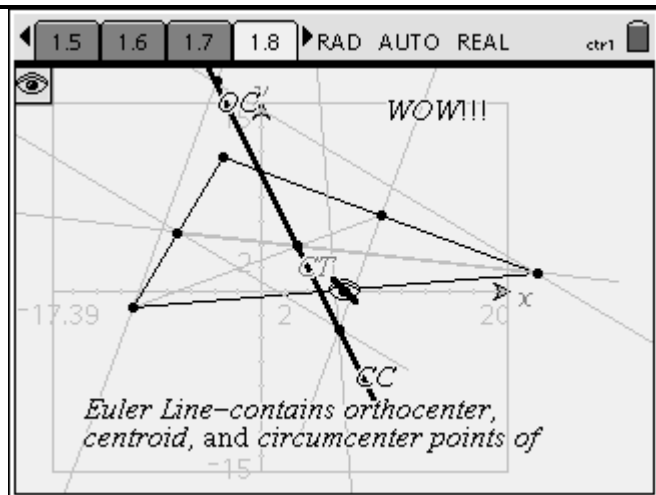


11. On this page go Menu and then Tools and then Hide/Show and select. The new screen shows all the hidden lines constructed to find the points of concurrency!



12. The next page suggests some extensions for this activity.

13. Bonus Page! Continue to final pages and construct the angle bisectors (find in the Construction menu!) to find the incenter. Use the incenter to draw the inscribed circle.



14. Now, try the activity again without use of these notes! Don't save your work and open the file Geometry_EulerLine_Casey again. Use the prompts to complete your work. How much did you learn?!