

## Triangle in the Matrix

ID: 11400

Time Required  
10–15 minutes

## Activity Overview

*In this activity, students will represent a triangle with a matrix and use the determinant to find the area of three given triangles.*

## Topic: Matrices

- *Area of Triangles*
- *Determinant*

## Teacher Preparation and Notes

- *This activity is meant to be an introduction to using the formula to find the area of a triangle. Students will verify the formula works with a right triangle and practice applying the formula using two additional examples.*
- *The students should attempt the extension problem algebraically if they know how to calculate the determinant of a 3 x 3 matrix. A TI-Nspire CAS handheld will solve the problem and can be used as a teacher demonstration tool where students give the matrix to the teacher. Another option is to have students create a geometric model of the problem. The teacher solution TI-Nspire document file has a geometric model to demonstrate the answer.*
- **To download the student and solution TI-Nspire documents (.tns files) and student worksheet, go to [education.ti.com/exchange](http://education.ti.com/exchange) and enter “11400” in the keyword search box.**

## Associated Materials

- *TriangleInMatrix\_Student.doc*
- *TriangleInMatrix.tns*
- *TriangleInMatrix\_Soln.tns*

## Suggested Related Activities

*To download any activity listed, go to [education.ti.com/exchange](http://education.ti.com/exchange) and enter the number in the keyword search box.*

- *Determining Area (TI-Nspire Technology) — 8745*
- *The Determinant of a Matrix (TI-Nspire Technology) — 16037*
- *Areas of Polygons (TI-Nspire Technology) — 11401*

### Problem 1 – Testing the Formula

Students are told that the straight lines on either side of the matrix represent finding the determinant. On the *Calculator* page of the handheld, students will need to use the **det** command (**MENU > Matrix & Vector > Determinant**).

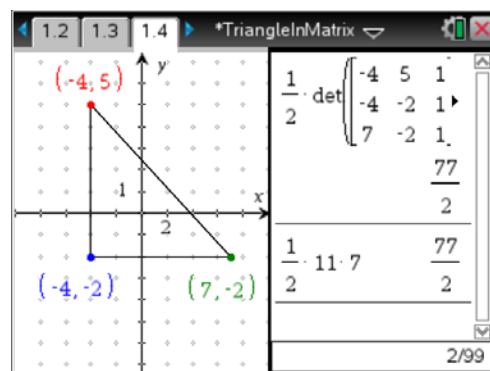
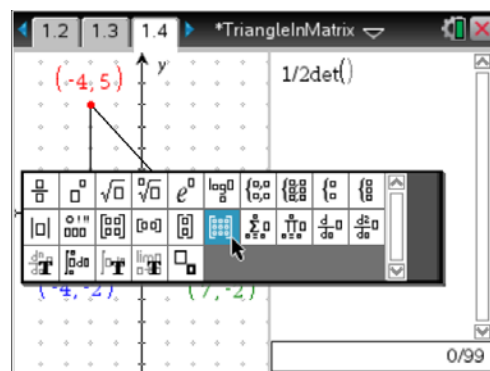
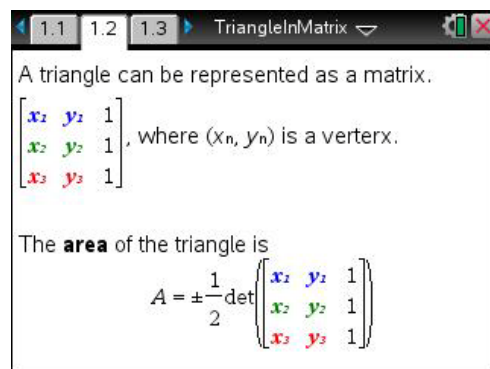
Note: students can simply type **det(** instead of selecting it from the menu.

To enter a matrix, students need to press  $\boxed{\text{[2nd][5]}}$  and then select the 3x3 template.

On page 1.4, students will find the area of a right triangle using a matrix, then verify the formula using  $A = \frac{1}{2}bh$ .

Students need to understand that the  $\pm$  symbol is needed so show how the area of a triangle will still be positive when the determinant is negative.

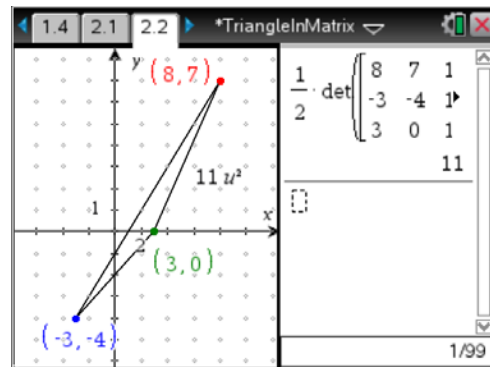
Have students explore entering the coordinates into the matrix in a different order. They will see that the calculation of the determinant changes from positive to negative.



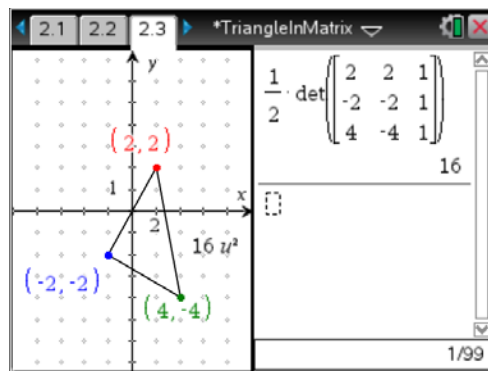
### Problem 2 – Practice Problems

Students will find the area of two non-right triangles using matrices. They can check their answers on the Graphs application by using the **Area** tool (**MENU > Geometry > Measurement > Area**). When the entire triangle flashes, they can press  $\boxed{\text{enter}}$  to make the value appear.

Challenge students to find two ways to enter the coordinates into the matrix so the determinant gives both a positive and a negative result.



If a coordinate of a vertex does not appear on the screen, students can press **MENU > Actions > Coordinates and Equations** and then select the point.



### Extension – Fencing a Garden

Students are to find the point on  $y = 100$  where the gardener should place the post.

They need to insert a *Graphs* page, turn the **Grid On** and set an appropriate window. In the screenshot at the right the window is  $[-1, 50]$  for  $x$  and  $[-5, 110]$  for  $y$ .

Students should construct the information from the problem using the **Point On** tool and the function entry line.

Then, they can place a point on the  $y = 100$  line and connect all three points with the **Triangle** tool. After finding the area of the triangle (**Area** tool), students can move the point on the line until the goal area is reached.

If TI-Nspire CAS technology is available, students can use the **Solve** command on a *Calculator* page or in *Scratchpad*.

