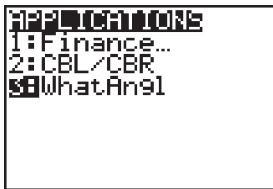
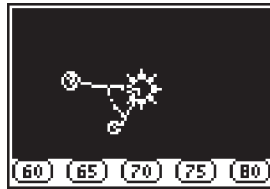


What is My Angle? App

This App allows students to practice estimating the size of angles in degree measure using real-world examples such as the angle between the hands of a clock, TV antennas, and more. The App draws an angle in a positive direction and students input an estimated degree measure (in 5-degree increments). If an estimate is incorrect, multiple-choice answers appear to help make the estimate.



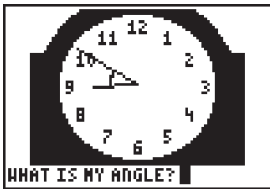
1
Select WhatAngl from the APPS menu by highlighting the entry and pressing **ENTER**, or by inputting the number of the App's entry. Press any key to move along the opening screens.



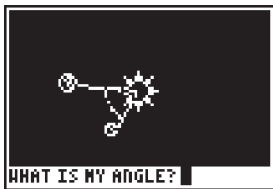
5
If the answer is incorrect, a multiple-choice display will pop up allowing a new selection based on the choices. To select a choice, press the keys under the soft key options shown. If correct, the program will move on to the next question. If incorrect, the screen will show, "Sorry, the answer was..." and the correct answer will flash.



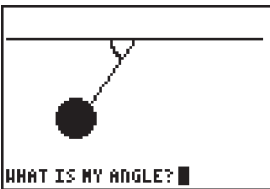
2
For this example, select 1:Acute to select a game that includes only acute angles (angles between 0 and 90 degrees). At the bottom of the screen are soft keys that are accessed by pressing **Y=**, **ZOOM**, or **GRAPH**.



6
The following show some of the ten problem types: Clock



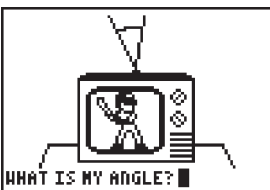
3
Once a game type is selected, a real-world scene will be drawn on the screen. All arcs are drawn in a positive direction. At the bottom of the screen, input an estimate of the angle shown.



7
Pendulum



4
Use the number keys to input an estimated answer, in increments of 5 degrees. Press **ENTER** to see if the answer is correct.



8
Television Antenna

9
At the end of the activity, check the final score.