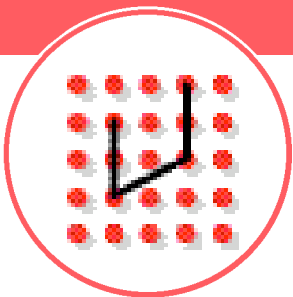


2-Dimensional Figures

This activity takes you step-by-step through the process of using Logo Light to investigate 2D shapes in the Explorer Draw App on the TI-73 Explorer™. Investigate how to draw a square and more!



Download the Explorer Draw App from www.education.ti.com/apps and follow the directions to install this application onto your calculator.

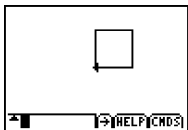
Engage

1. Turn on your TI-73 Explorer and press **APPS**
2. Scroll down to find EXPDRAW and press **ENTER**
3. Press any key to continue through the opening screens
4. On the Explorer Draw screen, press **1** to choose 1: Logo Light
5. Press **ENTER** for a NEW LOGO FILE

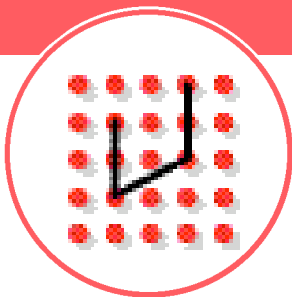
Explore

1. Press **<CMDS>** (**GRAPH**) to see the Logo Commands
2. Select the command FD (forward) and press **ENTER**
3. Type in 10. You should see FD 10 on the command line
4. Press **ENTER**. Turtle should move forward 10 units
5. Press **<CMDS>** and select RT (turn right). Press **ENTER**
6. Type 90. The command line should now read RT 90
7. Press **ENTER**. Turtle should turn right 90 degrees
8. Repeat steps 1 – 7 three times to draw a square
9. Press **<'>** (**ZOOM**) to see all of the commands to draw a square.
Use the up and down arrow keys to see all of the commands
10. Press **<FILE>** (**GRAPH**) to SAVE FILE, SAVE PIC, or EXIT if needed
11. Press **< , >** (**ZOOM**) to see your square again

Continued on back



2-Dimensional Figures



Extend

1. What is the perimeter of the square?
2. Why did turtle need to turn 90 degrees to draw the square?
3. Try to tessellate the screen using squares!
Investigate the Repeat command.
Repeat 4 (FD 10 RT 90)
4. Start a NEW LOGO FILE. Write the commands to draw a regular hexagon
5. Write a description of how you decided to turn turtle to draw the regular hexagon
6. What is the perimeter of your regular hexagon?