Is It A Triangle?

ID: 13581

Time required 45 minutes

Activity Overview

In this activity, students will investigate properties of triangles, classify the various types of triangles, and determine if specific side lengths will make a triangle or not.

Topic: Geometry

- Triangles, Pythagorean Theorem
- Angles

Teacher Preparation and Notes

- Students should be familiar with the vocabulary scalene, equilateral, isosceles, obtuse, acute, and right.
- TI-Navigator is not required for this activity, but an extension is given for those teachers that would like to use it.
- To download the student worksheet and TI-Navigator file, go to education.ti.com/exchange and enter "13581" in the quick search box.

Associated Materials

- *MGAct16_IsATriangle_worksheet_TI73.doc*
- MGAct16_IsATriangle_LrnChk.edc
- A.73I, B.73I, C.73I (lists)

Suggested Related Activities

To download the activity listed, go to <u>education.ti.com/exchange</u> and enter the number in the quick search box.

- Classifying Angles (TI-73 Explorer & TI-Navigator) 6074
- TryAngle? (TI-73 Explorer) 4472
- Triangle Sides & Angles (TI-73 Explorer) 8795

Problem 1 – Is it a triangle?

Students will investigate properties of triangles by randomly generating possible side lengths for triangles. They will experimentally try to make triangles with the randomly generated numbers and then make conjectures about triangle inequalities.

Students will work with a partner in the first activity. Demonstrate to students how to make a triangle with the given materials. Emphasize to the students to measure accurately and use a marker to mark the cut line. Insert the twist ties inside the straws so the straws meet to form vertices. You may need to settle any disagreements students may have on if it is a triangle or not.

Questions 1–2

To find the **dice(** command, press $MATH \rightarrow A$ and select option 7. Then, enter 3 to indicate finding three random numbers by simulating the role of 3 dice. Press ENTER to execute the command. This will return three numbers such as {6, 2, 4}.



Use the ruler and cut straws of the given lengths. Insert the twist ties in the ends of the cut pieces and try to connect to form a triangle. If Player 1 is able to make a triangle with the given lengths, then Player 2 will inspect it and make sure the sides are measured accurately.

Player 1 will record his/her results in Table 1. Player 2 will now take a turn. For example, if a player rolls the dice 1, 1, 2 and it is determined that it is not possible to make a triangle, then the result is recorded as 1, 1, 2 in the appropriate player column for "not a triangle." Likewise, if a player rolls the numbers 3, 4, 5 and it is determined possible to make a triangle then these results are recorded in the appropriate player column for "is a triangle."

Questions 3-4

Students should start to see a pattern and be able to identify sides that will and will not make a triangle. Straws can be used by students to verify if the triangles can be made, if needed.

Questions 5-8

After creating triangles and discussing the possible sides that create triangles, students will then classify triangles based on their characteristics (side lengths and angles).

Questions 9–13

In a right triangle, the square of the hypotenuse (longest side) is equal to the sum of the squares of the other two sides. This important theorem is called the Pythagorean Theorem. A set of numbers that satisfy this equation $a^2 + b^2 = c^2$ is called a Pythagorean triple.

To test each triangle, store the values to A, B, and C.



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To store A, B, and C as in the example shown, press the following.

3 STO▶ 2nd MATH ENTER (to select A) ▲ ENTER 2nd PRGM ▲ ▲ ENTER.

4 STO▶ 2nd MATH ▶ (to select B) ENTER ▲ ENTER 2nd PRGM ▲ ▲ ENTER.

5 STO▶ 2nd MATH ▶ ▶ (to select C) ENTER ▲ ENTER ENTER.

Next, enter $A^2 + B^2$. Press 2nd MATH ENTER (to select

A), x^2 \blacktriangleright ENTER, + 2nd MATH \blacktriangleright ENTER (to select B),

 x^2 \frown ENTER. Press ENTER to execute the command.

Then, enter C². Press 2nd MATH ENTER \blacktriangleright (to select C), $x^2 \triangleq$ ENTER ENTER.

Problem 2 – How Many Triangles?

In Problem 2 you will lead the class to summarize the data, and the Class Data Table will be completed.

Questions 14–15

The class will now combine all their data and include any possible missing sets to make an organized list with all possible triangles to be included in the mobile. Remind students that 3, 4, 5 is the same as a 5, 3, 4, so they should not list it twice in the table.

After completing the table, students should find all the triangles that are possible with sides from 1 inch to 6 inches. There are 28 in total. If students find more or less, have them check the triangles carefully and make sure they have captured all triangles that may have been missing from the original list and that they have not repeated any triangles between rows.

In the final part of this activity, use the calculator list to enter all 28 triangles and test to make sure they are triangles using the triangle inequality rule discovered. Name the lists A, B, and C (if desired) to represent the sides.

Then, after students have entered the lists, they can test the triangle inequality theorem discovered through this activity by adding lists together.

Insert a list called **SUMBC** after the A list. Go to the top of column B and press 2nd DEL to insert a new list. Then type **SUMBC** (using 2nd MATH) and press ENTER. Go back to the top of the list and press 2nd LIST and select B, press + 2nd LIST and select C, then press ENTER to execute the addition.

Repeat this process creating lists **SUMAC** and **SUMAB** to see if the inequality theorem holds for all sides.



3→A:4→B:5→C

2+B5

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HNNNNNN		ниимээи
SUMBC =	LB+LC	

Extension – TI-Navigator™

- 1. Send the LearningCheck[™] file *MGAct16_TryAngle_LrnChk_TI73.edc* to students to assess knowledge of the prerequisite vocabulary.
- 2. For Questions 3 and 4, use **Quick Poll** to gather sides that students think will or will not create a triangle. This is a faster way to determine if students are on the correct path before moving on in the activity.
- For Questions 5 and 6, call out one of the triangles, ask students to classify as E, S, I or R,
 O, A and use Quick Poll to gather input.
- Instead of having students enter data for Question 14 and 15, use TI-Navigator to send lists
 A, B, and C to students. They can then enter the additional lists (SUMAC, SUMAB, and SUMBC) to add A and B, A and C, and B and C.
- 5. Use Screen Capture throughout to monitor student progress.

Solutions – student worksheet

Problem 1

- 1. Tables will vary. Check students' work.
- 2. Students should conclude that the sum of two sides has to be greater than the third side.
- 3. Answers will vary with lots of possibilities. Examples include {3, 4, 5} or {6, 6, 5}.
- 4. Answers will vary with lots of possibilities. Examples include {1, 2, 4} or {3, 2, 6}.
- 5. Answers will depend on the table in Question 2. Check students' work.
- 6. Answers will depend on the table in Question 2. Check students' work.
- 7. The sum of the two 90° angles would be 180° and the other angle would be 0°.
- 8. 60°
- 9. yes
- 10. > Examples used will vary but the symbol should be >.
- 11. < Examples used will vary but the symbol should be <.
- 12. If the triangles are right triangles, then the equation should be =.
- 13. If $a^2 + b^2 = c^2$, then the triangle is right. If $a^2 + b^2 > c^2$, then the triangle is acute. If $a^2 + b^2 < c^2$, then the triangle is obtuse.

Problem 2

14.

All triangles with side(s)	List Triangles	Total
of 1 inch	111 E-A	1
of 2 inch	222 223 234 244 245 255 256 266 E-A I-0 S-O I-A S-O I-A S-O I-A	8
of 3 inch	333 334 335 344 345 346 355 356 366 E-A I-A I-O I-A S-R S-O I-A S-O I-A	9
of 4 inch	444 445 446 455 456 466 E-A I-A I-O I-A S-A I-A	6
of 5 inch	555 556 566 E-A I-A I-A	3
of 6 inch	666 E-A	1

15.28 triangles