

# Construction of the “Lute of Pythagoras”

## TI-Nspire 2.0 OS

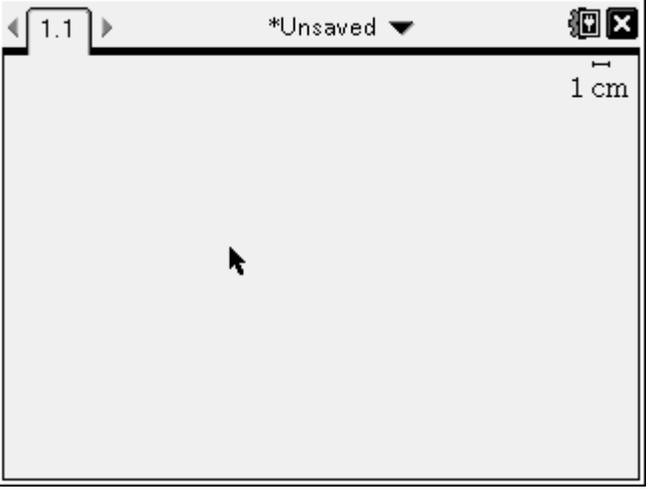
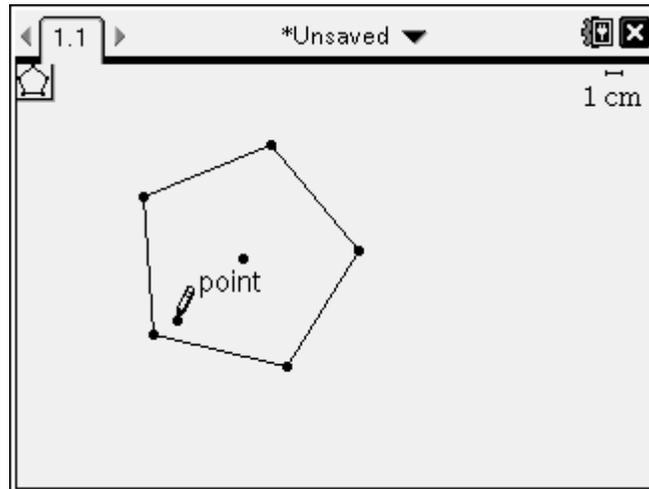
Created by: Ray Fox, Overton HS, Nashville, TN.

### Activity Overview

1. Students will construct the Lute of Pythagoras.
2. The Learners will identify the different geometric shapes used and created.
3. Extension: Challenge groups to collaborate in completing chart at the end of the worksheet.
4. Option: Have students color a selected design(s) and post around classroom.
5. Option: Use the results from option 2 to create a stained glass window.

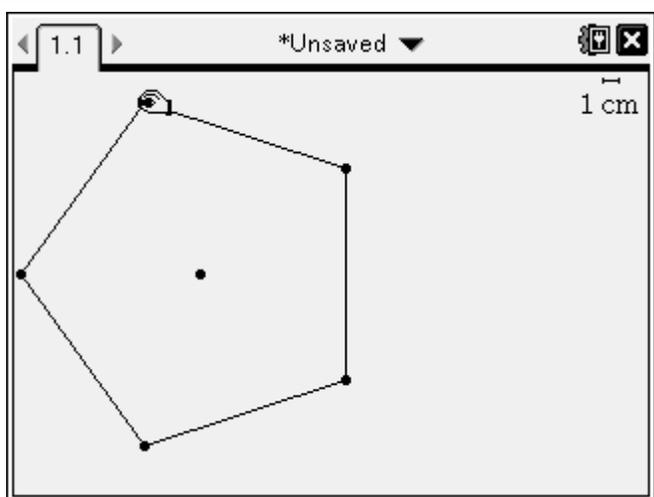
### TN State Standard

CLE 3108.4.2 Describe the properties of regular polygons, including comparative classifications ...  
(Level 3 on Webb’s Depth of Knowledge)

<p>From the Home Page: 1:Add Geometry Page</p> <p>Center the cursor vertically and slightly to the left of center.</p>	
<p>Insert a pentagon</p> <p> 9: Shapes 5:Regular Polygon Click to designate center Move cursor to left edge of screen and click Move the cursor in circular motion until the shape changes from 16 sides to 5.</p>	

### Aligning the pentagon

Rotate the pentagon by grabbing a vertex and rotating until the right side is vertical.



### Extending two sides until they cross.

**(menu)** 7:Points & Lines

6: Ray

Click on the upper most vertex

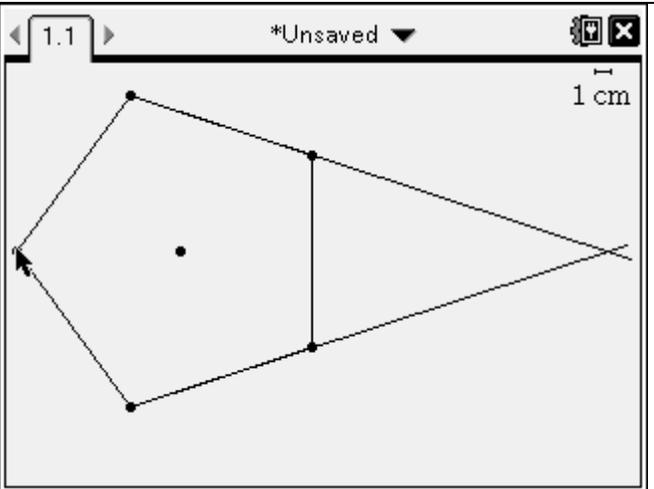
Move cursor to the top right vertex and click

Click on the lowest vertex

Move cursor to the bottom right vertex and click

**(esc)**

Grab the ends of each ray and extend until they cross



With the rays as guides,

**(menu)** 7:Points & Lines

5: Segment

Click on the upper left point, then on intersection of rays

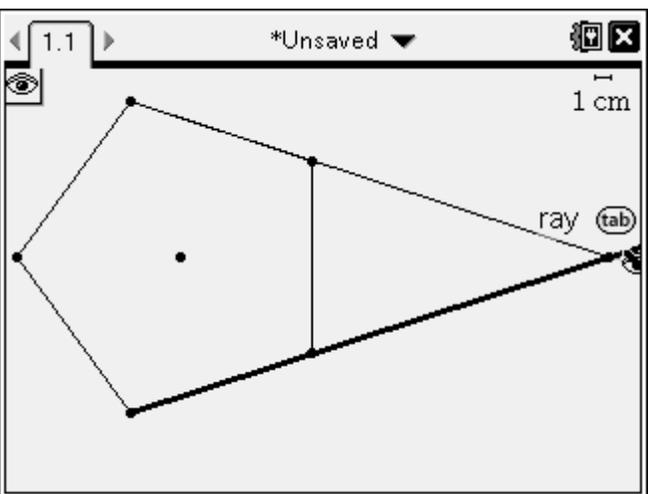
Click on the intersection of rays, then on the lower left point.

**(menu)** 1: Actions

3: Hide/Show

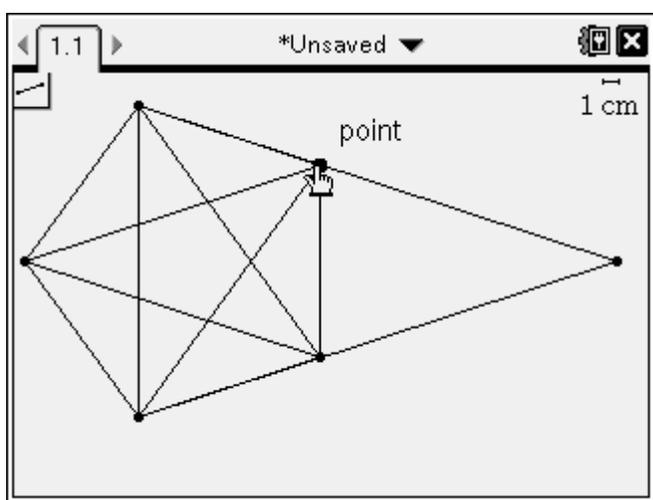
Click on the exposed ends of the rays  
(Make sure the word "ray" is visible.)

Hide the center point of the pentagon



Connect all the vertices of the pentagon with line segments:

- (menu) 7:Points & Lines
- 5: Segment

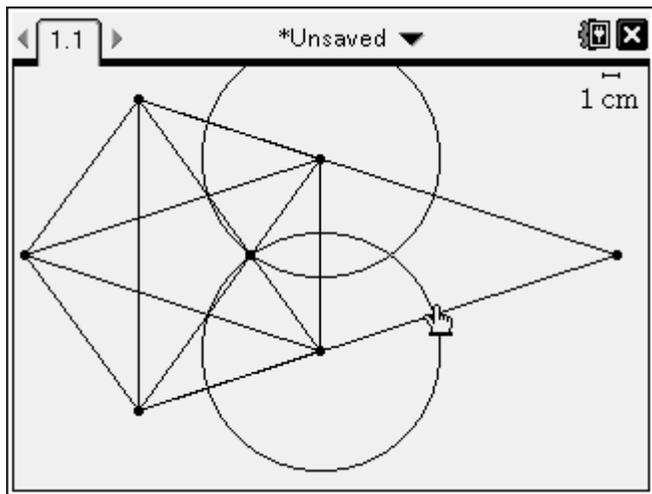


Mark each side of kite equal distances.

Use the right most vertices as center of circles with a radius extending to the right intersection of the star.

- (menu) 9:Shapes
- 1: Circle

Click on the top right vertex, then intersection point of right line segments  
Repeat using the lower right vertex, also to same intersection point.



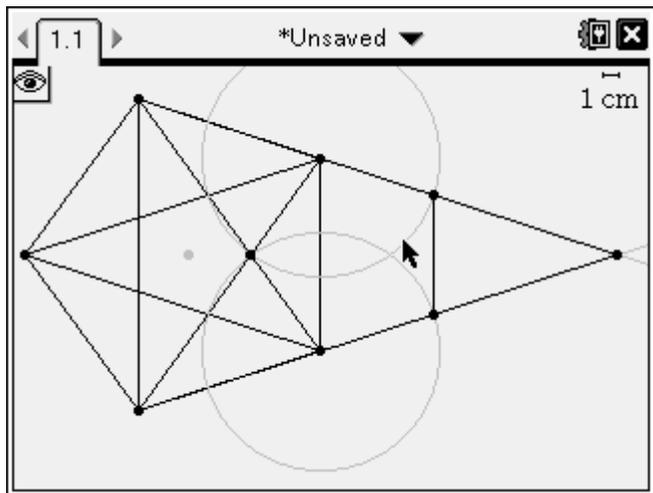
Complete the second, nested pentagon.

Connect where the circles intersect the sides of the kite by:

- (menu) 7:Points & Lines
- 5: Segment

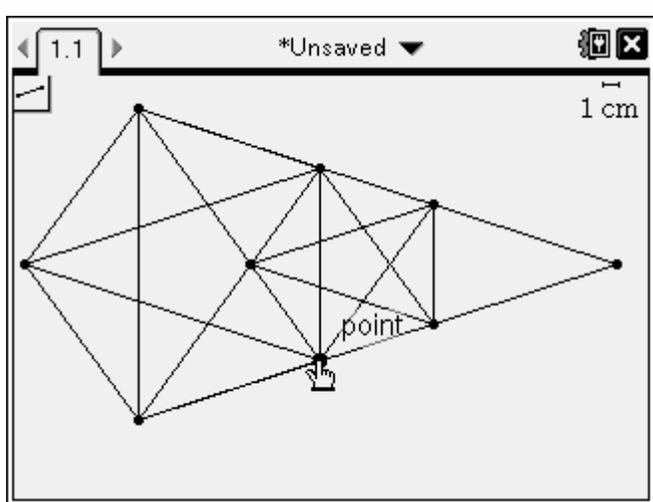
Hide the circles

- (menu) 1: Actions
- 3: Hide/Show
- Click on each circle



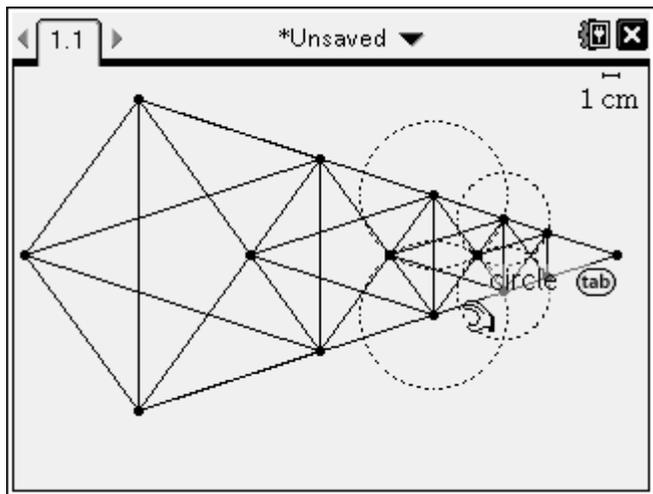
Complete the second, nested star.

Connect the vertices of the new pentagon to form a second star.



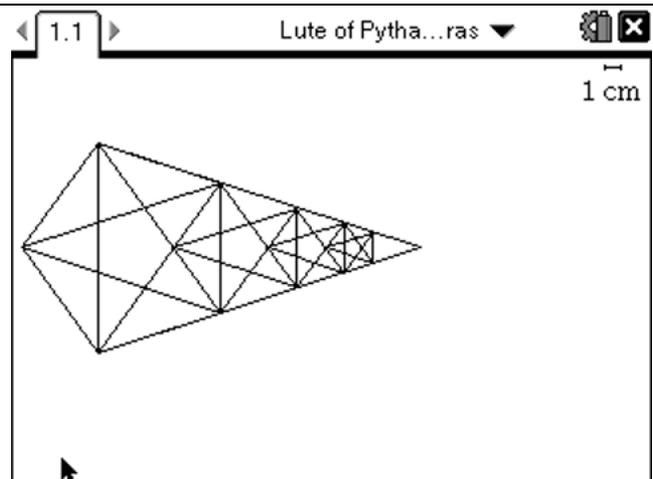
Finish the Lute.

Repeat the steps in the above two frames to construct a third star and fourth star.



Remove reference points.

Hide the points  
Ⓜ 1: Actions  
3: Hide/Show  
Click on each point



	Pentagons	Stars	Triangles	Parallelograms	Trapezoids	Kites	Rhombus	Line Segments	Intersection Points
Characteristics Sides: Angles:									
With 1 <sup>st</sup> Pentagon									
2 <sup>nd</sup>									
3 <sup>rd</sup>									
4 <sup>th</sup>									

What patterns do you see? \_\_\_\_\_

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