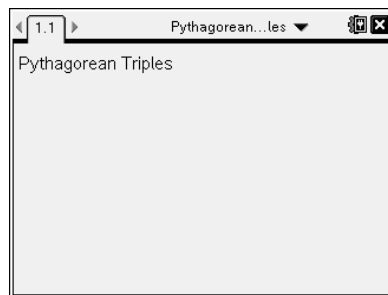


Activity Overview:

This activity gives directions for constructing a right triangle such that the measures of the legs have whole number values. You will explore when the measure of the hypotenuse is a whole number and discover some Pythagorean Triples.

Materials

- *Technology needed (TI-Nspire™ handheld, computer software)*




Step 1 Preparing the document

1. Open a new document by clicking on



 > **New Document** > **Add Notes**.


2. Type **Pythagorean Triples**.



Note: To obtain capital letters, press the  key, then the letter.





3. Press  > **File** > **Save As ...**



Type **Pythagorean_Triples**.

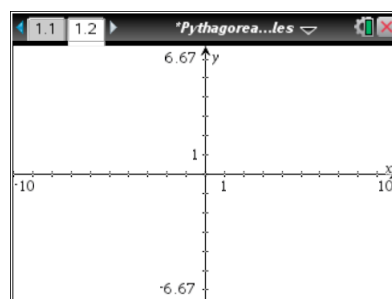
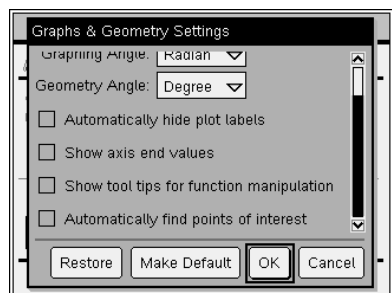
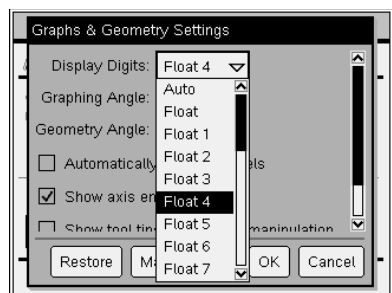
Tab to  and press .

Note: To obtain the underscore, press  .

4. To add a new page, press   > **Add Graphs**.

5. Press **Menu** > **Settings** > **Settings**. Select *Float 4* for Display Digits. Then press  to move from one field to the next and press  to uncheck all the boxes. Tab to **OK** and press  or .

6. Press   to remove the function entry line.



Step 2 Making a triangle

1. To make a triangle, press **Menu > Geometry > Shapes > Triangle**.

Note: Be sure that you place the vertices on a tick mark. You need integer measurements for the legs.

Move the pencil to the origin. It will say *intersection point*. Press **enter** to place a vertex of the triangle. Label it by pressing **⇧shift**

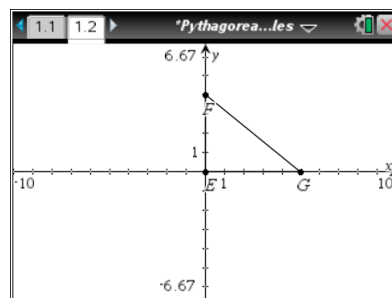
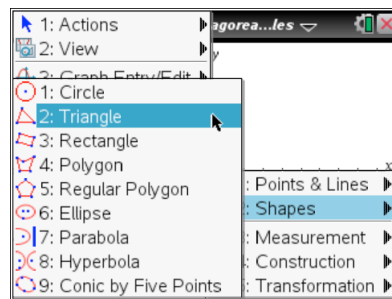
E.

2. Move to a tick mark on the positive y -axis. It will say *point on*. Press **enter** to place the second vertex. Press **⇧shift** F to label it.

3. Move to a tick mark on the positive x -axis. It will say *point on*. Press **enter** to place the third vertex. Press **⇧shift** G to label it.

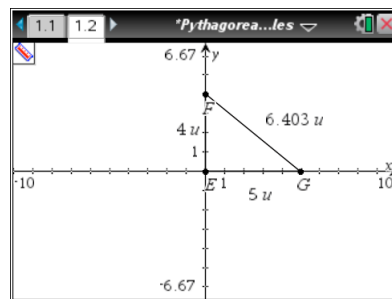
Press **esc** to release the **Triangle** tool.

To make sure these vertices are on integer coordinates, drag points F and G . Both points should jump from one tick mark to another.



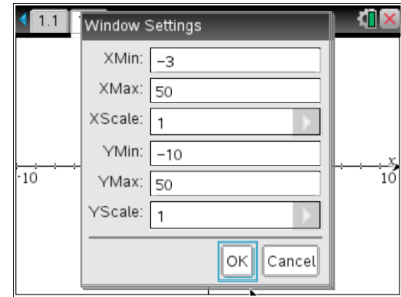
Step 3 Measuring the sides of a triangle

1. To measure the three sides of the triangle, press **Menu > Geometry > Measurement > Length**.
2. Move to a side of the triangle and press **tab** until the word *side* appears. Press **enter** to see the measure. Drag to position the measurement. Press **enter**.
3. Repeat this process for the other two sides.
4. Press **esc** to release the **Measurement** tool.

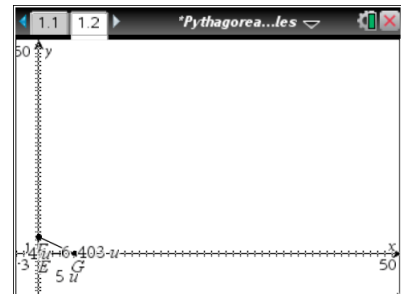


Step 4 Adjusting the window settings

1. To adjust the window settings, press **Menu > Window / Zoom > Window Settings**.
2. Enter the settings as shown in the screen shot to the right. Be sure to use \leftarrow to enter negative numbers. Remember to press **tab** to move between the settings. Press **tab** to OK and press **enter**.

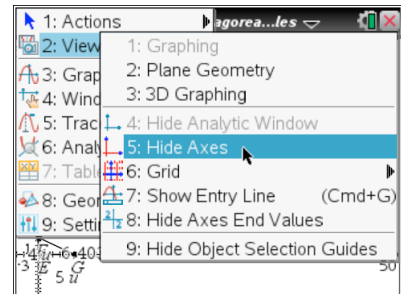


Note: This is not a square window, so isosceles triangles will not look isosceles.



Step 5 Hiding the axes

1. To turn off the axes, press **Menu > View > Hide Axes**.
2. Drag points *F* and *G* to make the triangle larger.
3. Drag the measurements to position them appropriately.



Step 6 Saving the document

1. Press **ctrl S**.

