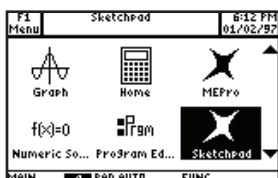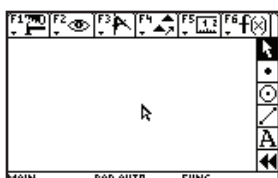# The Geometer's Sketchpad® App
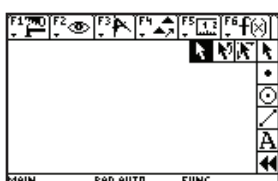
This App allows students to construct, measure, analyze, and transform geometric diagrams more accurately than with pencil and paper.

1

To enter The Geometer's Sketchpad App, press the APPS key, highlight "Sketchpad," and press ENTER.

2

Menus will be on the top of the screen, and Sketchpad's toolbox will be on the right.

3

[F8] controls Sketchpad's toolbox. To access [F8], press 2nd, F3, because [F8] appears above F3 in blue. The up and down arrow keys move the cursor down the tool options. If more options are available, they will appear to the left of the toolbox.
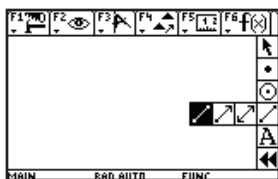
4

Arrow down to the straightedge tool, then use the left arrow key to select the segment tool. The other two tool options will be a line and a ray. Press ENTER to select the segment tool.
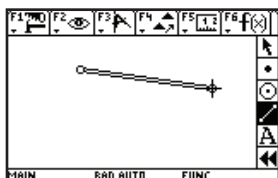
5

Once the segment tool has been selected, the cursor on the screen becomes a cross-hair. Use the arrow keys to select a spot for one endpoint of a segment, and press ENTER. Use the arrow keys again to move away from that first endpoint, constructing a segment. Press ENTER to create the second endpoint.

6

To undo the segment in case of a mistake, press F1, then select "1. Undo." This will work repeatedly to undo unwanted steps or mistakes in reverse order.
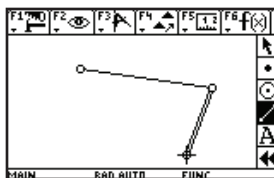
7

Leaving the cursor there, press ENTER again to begin a second segment. Use the arrow keys to move away from that endpoint, then press ENTER to finish the second segment. The second segment will appear thicker than the first because that segment is currently selected.
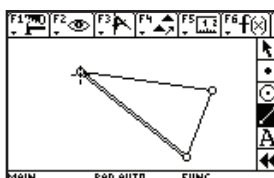
8

With the cursor still positioned at the end of the second segment, press ENTER one more time to begin a third segment. Use the arrow keys to highlight the first endpoint created. That endpoint will be selected when it appears thicker and darker than other items on the screen. Press ENTER to complete the third segment.
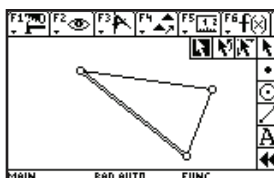
9

Press ESC to quit using the segment tool. Select the arrow tool by again going to [F8]. Choose the arrow furthest to the left.
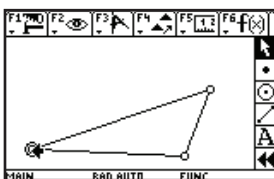
10

Position the arrow over one of the vertices of the triangle. The arrow will turn into a sideways arrow when it is pointing to an object on the screen. Press and hold the white alpha key while using the up/down/right/left arrows to drag the selected vertex.