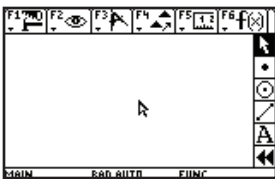


The Geometer's Sketchpad® App

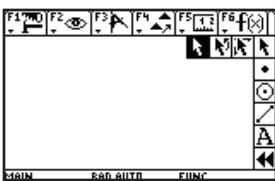
This App allows students to construct, measure, analyze, and transform geometric diagrams more accurately than with pencil and paper.



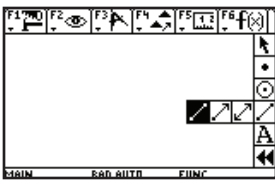
1 _____
To enter The Geometer's Sketchpad App, press the [APPS] key, highlight "Sketchpad," and press [ENTER].



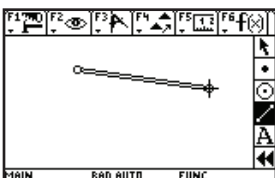
2 _____
Menus will be on the top of the screen, and Sketchpad's toolbox will be on the right.



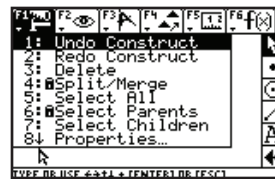
3 _____
[F8] controls Sketchpad's toolbox. To access [F8], press [2nd], [F3], because [F8] appears above [F3] in blue. The up and down arrow keys move the cursor down the tool options. If more options are available, they will appear to the left of the toolbox.



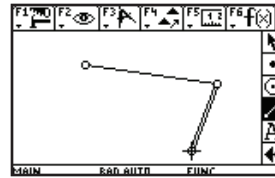
4 _____
Arrow down to the straightedge tool, then use the left arrow key to select the segment tool. The other two tool options will be a line and a ray. Press [ENTER] to select the segment tool.



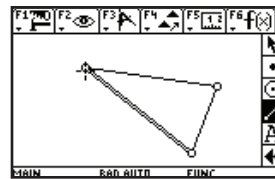
5 _____
Once the segment tool has been selected, the cursor on the screen becomes a cross-hair. Use the arrow keys to select a spot for one endpoint of a segment, and press [ENTER]. Use the arrow keys again to move away from that first endpoint, constructing a segment. Press [ENTER] to create the second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



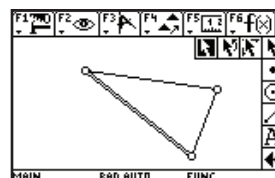
6 _____
To undo the segment in case of a mistake, press [F1], then select "1. Undo." This will work repeatedly to undo unwanted steps or mistakes in reverse order.



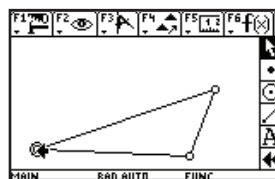
7 _____
Leaving the cursor there, press [ENTER] again to begin a second segment. Use the arrow keys to move away from that endpoint, then press [ENTER] to finish the second segment. The second segment will appear thicker than the first because that segment is currently selected.



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.