

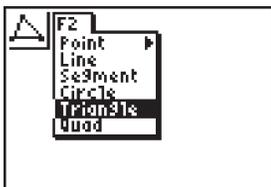
This App allows students to construct, analyze, and transform mathematical models and geometric diagrams on their calculator. Cabri Jr. can

- Perform analytic, transformational, and Euclidean geometric functions
- Build geometric constructions interactively
- Alter geometric objects
- Import and export figures to and from your calculator and PC using Cabri Geometry™ II Plus software for Windows®.

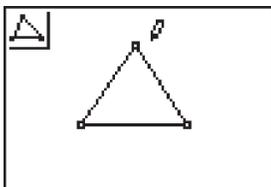


1 _____
Press the [APPS] key and select Cabri Jr.

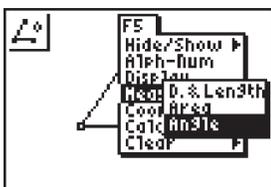
2 _____
You should see the splash screen. Press any key.



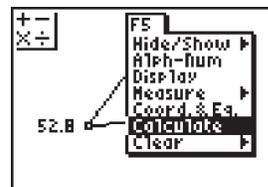
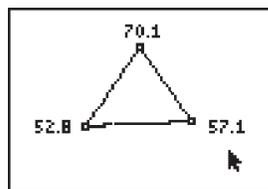
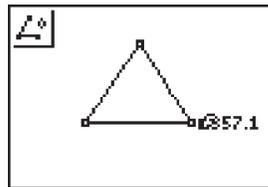
3 _____
Create a triangle.
A. Press [WINDOW].
B. Select Triangle.
C. Move the pencil using the cursor controls to a location for the first vertex and press [ENTER].
D. Move the pencil using the cursor controls to a location for the 2nd vertex and press [ENTER].
E. Move to a 3rd vertex and press [ENTER].



4 _____
Press [GRAPH]. This will open the F5 menu.



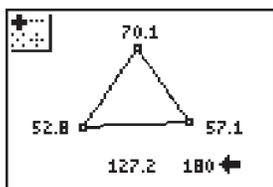
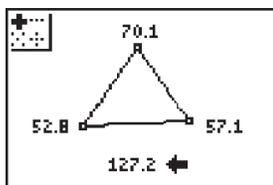
5 _____
Highlight Measure, press the right cursor and select Angle.



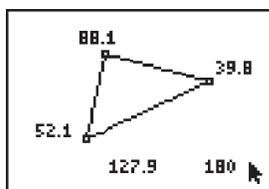
6 _____
Measure one of the interior angles of the triangle.
A. Move the pencil to one of the vertex points. Press [ENTER].
B. Move the pencil to the vertex of the angle being measured. The vertex point will blink to indicate that it is being selected. Press [ENTER].
C. Move the pencil to the third vertex. Press [ENTER].
D. The angle measurement will be calculated and displayed near the angle being measured. To drag the numerical measurement to a desired location, use any of the cursor controls. Press [ENTER] when the angle measurement arrives at a desired location.

7 _____
Repeat step 6 to find the angle measurements of the other two interior angles of the triangle.

8 _____
Calculate the sum of the three interior angles.
A. Press [GRAPH] to open the F5 window.
B. Select Calculate.
C. Move the arrow to one of the numerical angle measurements. The number will begin blinking to indicate that it is being selected. Press [ENTER].
D. Press the [=] key from the keypad.



- E. Move the arrow to another angle measurement until it starts blinking. Press **[ENTER]**.
- F. The sum of the two angles selected will be output and can be dragged by using the cursor controls. Move the new calculation to a desired location and press **[ENTER]**.
- G. Point to the new calculation until it starts blinking (sum of the 2 angles) and press **[ENTER]** to select it.
- H. Press the **[+]** key.
- I. Move the arrow to the measurement for the unselected 3rd angle. Press **[ENTER]**.
- J. The calculation output will represent the sum of all three interior angles. Move the new calculation to a desired location and press **[ENTER]**.



9

Press **[CLEAR]** and move the arrow to one of the three triangle vertices. The arrow will become "hollow" to indicate that the vertex is being selected.

10

Press the green **[ALPHA]** key once and use any of the cursor controls to drag the vertex to a different location. Notice that the angle measurements change accordingly as the triangle changes shape, but their sum is always the same.