

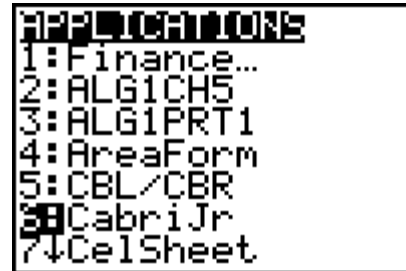
TI Technology Guide for Dangerous births

TI-83 Plus and TI-84 Plus Families

Opening a Cabri Jr. AppVars, Grab and Drag Objects, Measuring Distance & Length, and Measuring Area

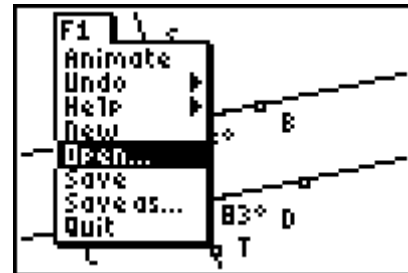
Opening a Cabri Jr. AppVars

Press **[APPS]** and select CabriJr. Press **[ENTER]**.
Press any key to continue.



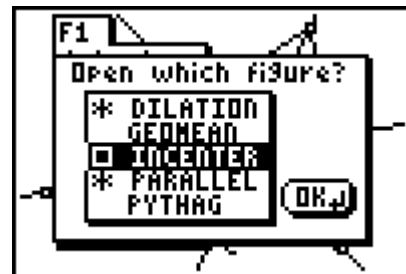
Press **[Y=]** or F1. Move the cursor to **Open...** and press **[ENTER]**.

If a drawing has been previously used, a screen may ask "Save Changes." Use the **[←]** **[→]** to highlight your choice and press **[ENTER]**.



Locate **INCENTER**, highlight it and press **[ENTER]**.

Continue the exploration by following the directions in the Activity.



Measuring Distance & Length

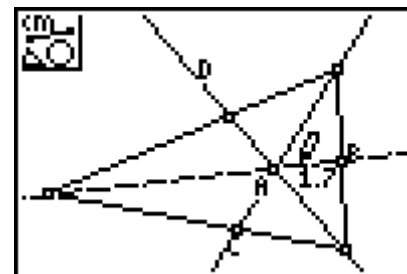
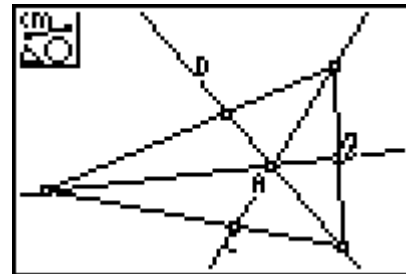
Open the F5 menu, select **Measure** and then select **D. & Length**. Press **[ENTER]**.



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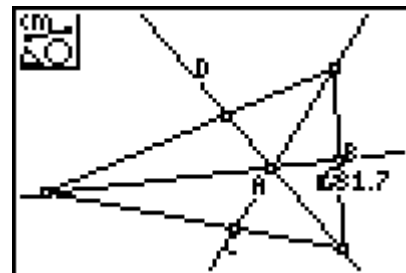
When the pointer is close enough to the object to select it, the object will blink. When the object blinks you can press **ENTER** to select it. Select the two points whose distance you want to calculate. The measurement is displayed.



The pointer changes to a hand, indicating that you can move the measurement.

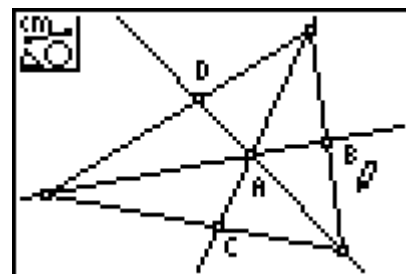
Move the pointer where you want the measurement displayed and press **ENTER**.

Continue the exploration by following the directions in the Activity.



Grab and Drag Objects

If there is a tool icon at the top left of the screen press **CLEAR** to exit the tool.



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Press \uparrow , \downarrow , \leftarrow , or \rightarrow to move the pointer around on the screen. You can press and hold an arrow key to move the pointer rather than repeatedly pressing it.

Move the pointer next to the object to be moved. If it can be moved, it will start blinking.

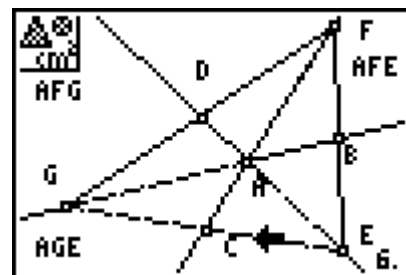
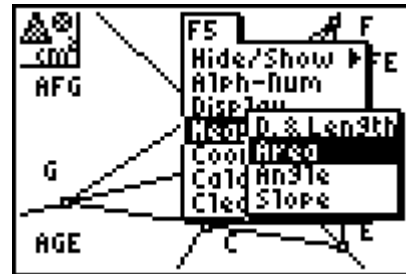
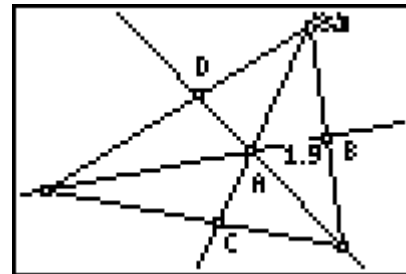
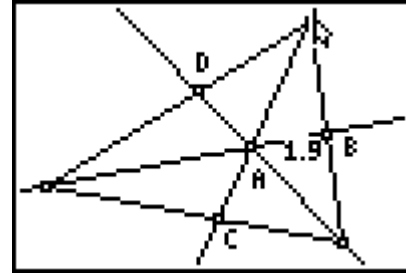
Press ALPHA to change the pointer shape to a hand, indicating that you can now move the object. Move the object to the desired location, and then press ENTER to set its new position.

Measuring Area

Use the Area tool to compute the area of a triangle, quadrilateral, or circle.

Open the F5 menu (GRAPH), select **Measure**, and then select **Area**.

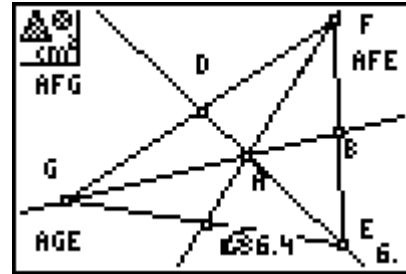
When the pointer is close enough to the object to select it, the object will blink. When the object blinks you can press ENTER to select it.



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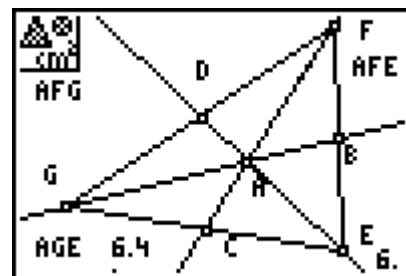
TI-83 Plus and TI-84 Plus Families

Select the object and press **ENTER**. The area is displayed.



The pointer changes to a hand, indicating that you can move the measurement.

Move the pointer where you want the calculation displayed and press **ENTER**.



Quitting the Application

When you are finished with the Activity press **Y=** and then select **QUIT** or press **2nd**[QUIT].