

Geogebra session – Checklist for hands-on practice

Brief introduction about the tools introduced in previous session

Introduction to Geogebra	<ol style="list-style-type: none"> 1. Introduction to tool bar 2. Show how to move an object 3. Show how to move graphics view 4. Save the file 5. Exporting to Geogebra
Making simple sketches in in Geogebra	<ol style="list-style-type: none"> 1. Plot points 2. Plot point on objects 3. Draw segments 4. Draw lines 5. Draw angles 6. Add measurements and labels 7. Show objects/ Hide Objects
Exploring lines and angles	<ol style="list-style-type: none"> 1. Demonstrate parallel lines 2. Demonstrate intersecting lines 3. Demonstrate perpendicular lines 4. Angles formed when intersected by a transversal 5. Show the use of a text box – including dynamic text boxes
Making plane figures with Geogebra	<ol style="list-style-type: none"> 1. Draw a square 2. Draw a rectangle 3. Marking area and perimeter 4. Polygons from intersecting lines 5. What is the smallest polygon possible? Triangle with three sides
Circles and chords	<ol style="list-style-type: none"> 1. Draw a circle with given radius 2. Mark arcs, sectors (segments) 3. Marking area and circumference
Use sliders to animate	<ol style="list-style-type: none"> 1. A circle 2. A segment with given length 3. An angle of a given size
Creating checkboxes	<ol style="list-style-type: none"> 1. Create a file with check boxes and teachers to recreate the file: <ol style="list-style-type: none"> 1. Elements of a triangle 2. Introduction to a triangle.ggb
Using the rotate and reflect tool	<ol style="list-style-type: none"> 1. Use a triangle as an object (or any polygon) 2. The polygon must be defined using the polygon tool before reflecting the object <ol style="list-style-type: none"> 1. Reflect around a point 2. Reflect along a line
Rotating around a point	<ol style="list-style-type: none"> 1. Draw object(triangle/square) 2. Show rotation of the object about a <ol style="list-style-type: none"> 1. point that is on the object 2. point lying out side the object 3. Use of slider to rotate the object about a point clockwise rotation and anticlockwise rotation

Complete the following constructions

1. Types of triangle by sides
2. Types of triangle by angle
3. Triangle with 3 sides using 3 sliders - Constructing triangles with 3 sides
4. Triangle with 2 given sides and an angle - Constructing triangles with 2 sides and an angle
5. Triangle with 2 angles and a side
6. Constructing a right triangle
7. Angles in a right triangle – for proof