

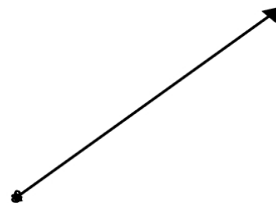
Exterior and Remote Interior Angles of a Triangle

Name: _____ Date: _____.

Directions: Today, by using a computer program called Geometer's Sketchpad, we will learn two important facts about the exterior angles of a triangle. Follow the step-by-step instructions and fill in the blanks as needed. I will have examples throughout the worksheet as to what your drawings should look similar to. Feel free to raise your hand and ask for help if you need it. Remember to work at your own pace, not your neighbor's pace! Do not copy answers from your neighbors!

STEP 1: Find the Geometer's Sketchpad icon on your computer and double click on it. You should see a blank screen with the heading Untitled # 1 and icons along the side.

STEP 2: Go to the fourth icon down (along the side); it is the line segment icon. If you click on it, three icons appear to the right: a line segment icon, a ray icon, and a line icon. We want to construct a ray so move your cursor over the ray icon and click on it. The fourth icon down should have changed from a line segment to a ray and be highlighted to tell you this is the icon that you picked. Click anywhere in the sketching region and drag until you see a dotted ray where you want your ray to be. Stop dragging. You should now have constructed your first ray similar to the one on the right.



STEP 3: Make sure your ray icon is still highlighted. Move your cursor on top of your first ray, click and drag the ray in the direction that you want to go. You should have a point of intersection and two rays. Your two rays should look similar to the one on the right.

