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## GSP Circle Geometry Lessons 1-3

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Name: \_\_\_\_\_

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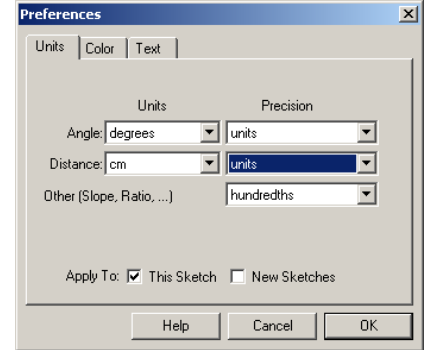
## Geometer's SketchPad – Introduction

Math II

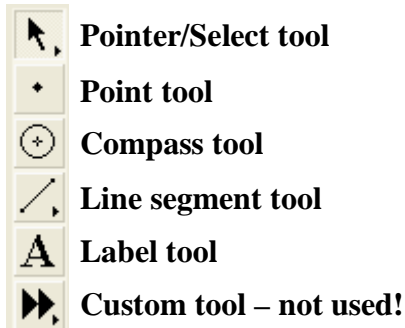
Today you will be using a computer program called Geometer's (jē-ah-mě-ter-s) Sketchpad (or GSP for short). GSP allows you to draw geometric figures like points, lines, rays, line segments, and circles. It has many other powerful features one of which is as measuring geometric figures, such as the length of a line segment or the size of an angle. Today you are going to become familiar with GSP.

1. Start GSP (double-click on the icon).

a. Click on Edit → Preferences... and change the Precision of angles to measure to the nearest **unit** and the Precision of distance to the nearest **unit**.



b. On the left hand side of the GSP startup screen is a menu of tools:



c. Play with the above tools for 5 minutes and then write a brief description of what each one does below:

d. **Pointer/Select tool** – \_\_\_\_\_  
\_\_\_\_\_

e. **Point tool** – \_\_\_\_\_  
\_\_\_\_\_

f. **Compass tool** – \_\_\_\_\_  
\_\_\_\_\_

g. **Line segment tool** – \_\_\_\_\_  
\_\_\_\_\_

h. **Label tool** – \_\_\_\_\_  
\_\_\_\_\_

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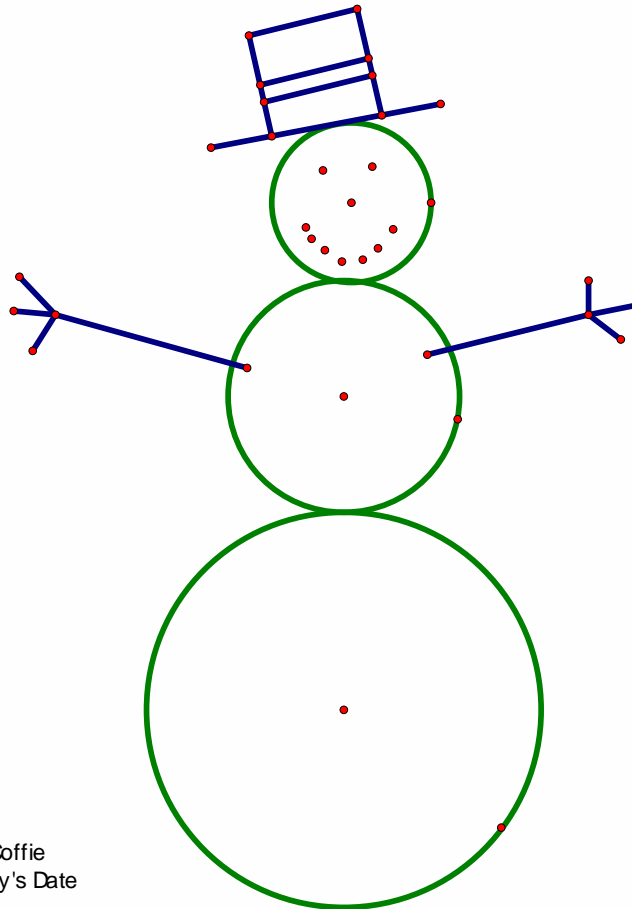
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## Geometer's SketchPad – Introduction

Math II

### Snowperson Project:

Draw a snowperson (to be politically correct ☺) using the above tools. Be creative! Give him/her a hat, two eyes made out of coal, a button nose, and a carrot nose! Perhaps they'll look like:



Use the **Label** tool to add your name and the date to the sketch. Then use the **Pointer** tool to draw a box around *everything* in your sketch (HINT: drag a box around all of your drawn figures) and select Display → Line Width → Thick to display the lines thick like the snowman above. Then print your sketch.