

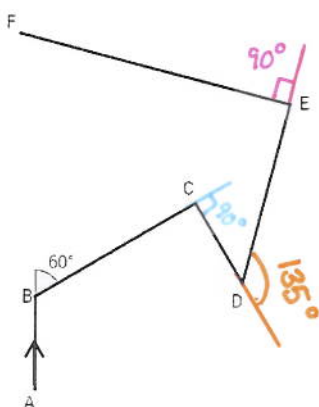
Activity #1: Guide the Robot

The map in the next figure shows a route that you must program Dave, a robot, to “walk.” On the map, ½ inch represents 5 of Dave’s paces. Dave starts at point A, facing the route, so that he is ready to start walking along it. Use a protractor and a ruler to help you describe how Dave should get to point F.

For example, here’s what Dave should do to get from point A to point C:

Starting at A, go 5 paces to B. At B, turn clockwise (to your right) 60°. Go another 10 paces to C.

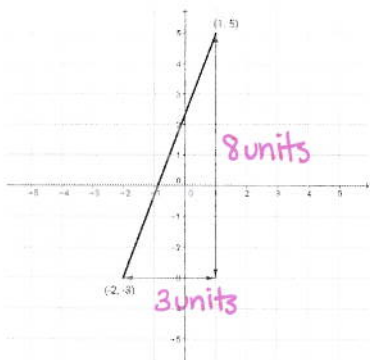
Each step should have a turn direction (clockwise/counterclockwise), a number of degrees, and a number of paces.



From:	Turn Direction	# of degrees	# of paces
C to D	Clockwise	90°	5 paces
D to E	Counterclockwise	135°	10 paces
E to F	Counterclockwise	90°	15 paces

Activity #2: The Distance Formula

Use the picture below, which represents finding the distance from (-2, -3) to (1, 5), and the Pythagorean Theorem (provided below) to find the distance between these points.



Pythagorean Theorem
 If a and b are the lengths of legs of a right triangle and c is the length its hypotenuse, then
 $a^2 + b^2 = c^2$

Find the distance by using the Pythagorean Theorem:

$$3^2 + 8^2 = c^2$$

$$73 = c^2 \longrightarrow c = \sqrt{73} \approx 8.54 \text{ units}$$

Find the distance by using the distance formula:

$$d = \sqrt{(1 - (-2))^2 + (5 - (-3))^2} = \sqrt{3^2 + 8^2} = \sqrt{73} \approx 8.54 \text{ units}$$

Activity #5: The Midpoint Formula

Points $P(-4,6)$, $Q(2,4)$, and R are collinear. One of the points is the midpoint of the segment formed by the other two points.

What are the possible coordinates of R ?

If R is the midpoint of P & Q : $R = \left(\frac{-4+2}{2}, \frac{6+4}{2} \right) = \boxed{(1, 5)}$

If Q is the midpoint of R & P : $R = (x, y)$ where $(2, 4) = \left(\frac{-4+x}{2}, \frac{6+y}{2} \right)$

$$\begin{aligned} 2 &= \frac{-4+x}{2} & \frac{6+y}{2} &= 4 \\ 4 &= -4+x & 6+y &= 8 \\ x &= 8 & y &= 2 \end{aligned}$$

$R = \boxed{(8, 2)}$

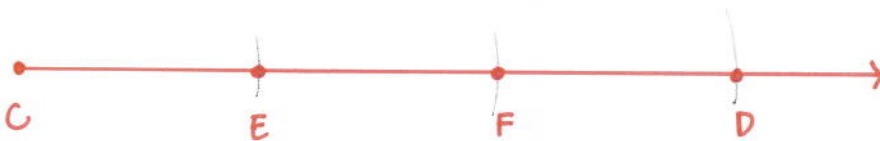
If P is the midpoint of R & Q : $R = (x, y)$ where $(-4, 6) = \left(\frac{2+x}{2}, \frac{4+y}{2} \right)$

$$\begin{aligned} \frac{2+x}{2} &= -4 & \frac{4+y}{2} &= 6 \\ 2+x &= -8 & 4+y &= 12 \\ x &= -10 & y &= 8 \end{aligned}$$

$R = \boxed{(-10, 8)}$

Activity #6: Geometry Constructions

- Construct a segment \overline{CD} that is three times as long as \overline{AB} .



Step 1: Construct a ray from pt C.

Step 2: Use a compass to measure AB & copy this distance to ray \overrightarrow{CE}

Step 3: Repeat the distance from E to F and F to D.

Step 4: Mark pt D.

Exam 1 Tip: I highly recommend that you practice the following constructions until you can produce them from memory!

EXAMPLE 1 Constructing Congruent Segments

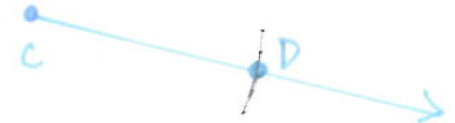
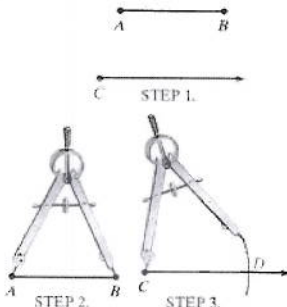
Construct a segment congruent to a given segment.

Given: \overline{AB}

Construct: \overline{CD} so that $\overline{CD} \cong \overline{AB}$

Solution

- STEP 1. Draw a ray with endpoint C .
- STEP 2. Open the compass to the length of \overline{AB} .
- STEP 3. With the same compass setting, put the compass point on point C . Draw an arc that intersects the ray. Label the point of intersection D .



The segments are congruent, or $\overline{CD} \cong \overline{AB}$.

EXAMPLE 2 Constructing Congruent Angles

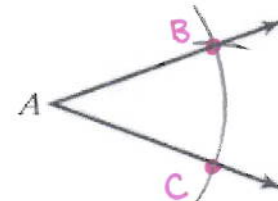
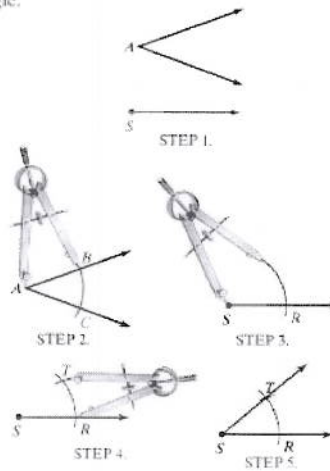
Construct an angle congruent to a given angle.

Given: $\angle A$

Construct: $\angle S$ so that $\angle S \cong \angle A$

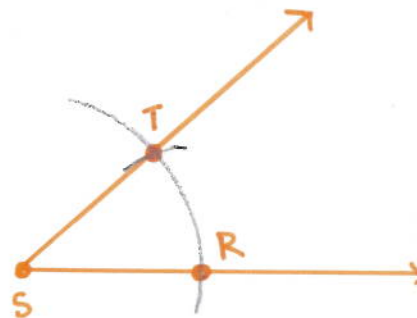
Solution

- STEP 1. Draw a ray with endpoint S .
- STEP 2. With the compass point on vertex A , draw an arc that intersects the sides of $\angle A$. Label the points of intersection B and C .
- STEP 3. With the same compass setting, put the compass point on point S . Draw an arc and label its point of intersection with the ray as R .
- STEP 4. Open the compass to the length BC . Keeping the same compass setting, put the compass point on R . Draw an arc to locate point T .
- STEP 5. Draw \overrightarrow{ST} .



The angles are congruent, or $\angle S \cong \angle A$.

On Exam 1, I will look for markings identical to those on this page.



EXAMPLE 3 Constructing the Perpendicular Bisector

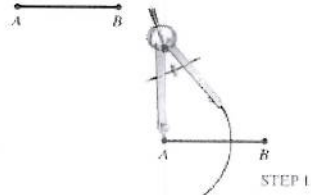
Construct the perpendicular bisector of a segment.

Given: \overline{AB}

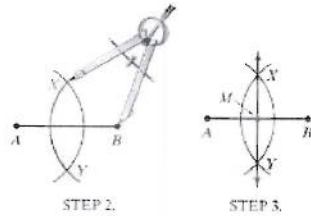
Construct: \overline{XY} so that \overline{XY} is the perpendicular bisector of \overline{AB} .

Solution

STEP 1. Put the compass point on point A and draw a long arc as shown. Be sure the opening is greater than $\frac{1}{2}AB$.

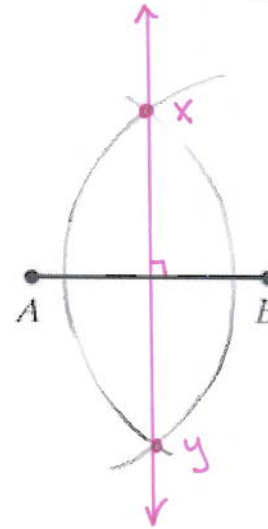


STEP 2. With the same compass setting, put the compass point on point B and draw another long arc. Label the points where the two arcs intersect as X and Y .



STEP 3. Draw \overline{XY} . Label the point of intersection of \overline{AB} and \overline{XY} as M , the midpoint of \overline{AB} .

$\overline{XY} \perp \overline{AB}$ at midpoint M , so \overline{XY} is the perpendicular bisector of \overline{AB} . \square



EXAMPLE 4 Constructing the Angle Bisector

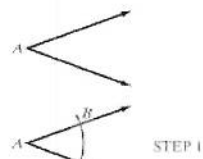
Construct the bisector of an angle.

Given: $\angle A$

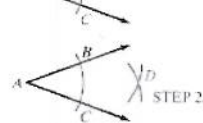
Construct: \overline{AD} , the bisector of $\angle A$

Solution

STEP 1. Put the compass point on vertex A . Draw an arc that intersects the sides of $\angle A$. Label the points of intersection B and C .



STEP 2. Put the compass point on point C and draw an arc. With the same compass setting, draw an arc using point B . Be sure the arcs intersect. Label the point where the two arcs intersect as D .



STEP 3. Draw \overline{AD} .

\overline{AD} is the angle bisector of $\angle CAB$. \square

