

GeoGebra - Lesson 1

Using GeoGebra to draw a parallelogram

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With thanks to Robert Fant

Produced with: Camtasia Studio

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Key Concepts from GeoGebra


1. Draw points 
2. Draw line segment 
3. Draw parallel lines 
4. Draw intersecting point 
5. Move labels 
6. Hide objects using 'Properties'

Key Concepts from Mathematics - parallelogram

1. Three points determine a parallelogram: A, B, C.
2. We draw segments: \overline{AB} , \overline{BC} and then find lines parallel to them.
3. The fourth point D is determined by finding the intersection of the parallels.

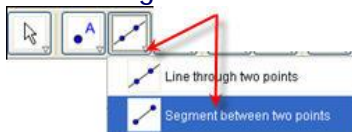
Script-o-matic

1. Draw 3 points -

- Click on  and then click in the drawing space - point A will be drawn.
- Do this 2 more times for points B and C.

2. Draw line segments 

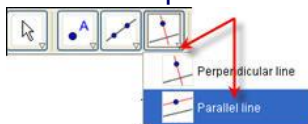
- Select segment tool:



- Then draw \overline{AB} by clicking on A and then on B.
- Draw \overline{BC} by clicking on B and then on C.

3. Draw parallel lines 

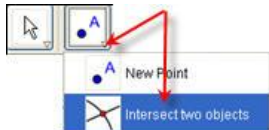
- Select the parallel line tool:



- Then click on \overline{AB} and then on C.
- Click on \overline{BC} and then on A.

4. Draw intersecting point 

- Select the intersecting point tool:




- Click on one of the parallels and then on the other.
- A new point will appear - it will be named D.


5. Move labels

- Select the move tool: 
- Then click and drag each letter 'outside' the parallelogram.

6. Hide objects

- Double-click on one of the parallel lines (make sure the move tool is selected before clicking). The properties box will open. Deselect 'Show object' - the line will be hidden.
- Do the same for the other parallel line.

7. Select the line segment tool  and then draw line segments from C to D and from D to A.

8. Select the move tool:  and click and drag any of the movable (blue) points (A,B or C). Watch it change, but always be a parallelogram!

9. You are done - save your file.