Geometry Discovery using Geogebra
Topic: Trisecting a dynamic segment using the tool bar of Geogebra.

## Goal:

1. To understand the concepts required to trisect a segment.
2. To improve your Geogebra skills: tools and syntax

Explorations 1 and 2 will use Geogebra. Exploration 3 will use your compass and straightedge.

## Exploration1:

1. Draw a free moving(dynamic) segment $\overline{A B}$ and then find it's midpoint C.
2. Construct $\overline{A C}$ and $\overline{C B}$.
3. Find midpoint D of $\overline{A C}$ and midpoint E of $\overline{C B}$.

Q1: what have you done to $\overline{A B}$ ?
Q2: Is there any way to take this method and accomplish your goal? ((I can think of one way - kind of cheating)


Exploration 2: (more traditional:Euclid's method)

1. Draw a dynamic segment $\overline{A B}$.
2. Construct $\overrightarrow{A C}$
3. Construct circle centered at C with radius AC .
4. Construct intersection of circle C and $\overrightarrow{A C}$, call it D .
5. Construct circle centered at D with radius AC .
6. Construct intersection of circle D and $\overrightarrow{A C}$, call it E .
7. Construct $\overline{E B}$.
8. Construct line through $\mathrm{D} / / \overline{E B}$, call it a
9. Construct intersection of a and $\overline{A B}$, call it F .
10. Construct line through $\mathrm{C} / / \overline{E B}$, call it b .
11. Construct intersection of b and $\overline{A B}$, call it G .
12.Measure AG, GF, and FB.
12. Test trisection by moving points $A$ or $B$.

Q3: Why do you think this works? Feel free to use your own words and throw is some geometry words too $;-$ remember: repeating the steps back to me is not a valid reason!


## Exploration 3:

Use the space below and your compass and straightedge to complete the steps in Exploration 2.
Q4: What advantages and/or disadvantages did you observe doing the same problem the two different ways?

