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{AB} and then find it's midpoint C.
- 2. Construct \overline{AC} and \overline{CB} .
- 3. Find midpoint D of AC and midpoint E of CB.
 Q1: what have you done to AB?
 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{AB} .
- 2. Construct \overrightarrow{AC}
- 3. Construct circle centered at C with radius AC.
- 4. Construct intersection of circle C and \overrightarrow{AC} , call it D.
- 5. Construct circle centered at D with radius AC.
- 6. Construct intersection of circle D and \overrightarrow{AC} , call it E.
- 7. Construct \overline{EB} .
- 8. Construct line through D // \overline{EB} , call it a
- 9. Construct intersection of a and \overline{AB} , call it F.
- 10.Construct line through C // \overline{EB} , call it b.
- 11.Construct intersection of b and \overline{AB} , call it G.
- 12. Measure AG, GF, and FB.
- 13. 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 ⁽²⁾ – 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?