

Hints for Using Geometer's Sketchpad

1. **Saving often is a good idea** since you are responsible for presenting your finished project to the class!
2. **Use the Help menu! It's invaluable!**
3. In order to be able to animate later, you need to construct your objects with set bounds in mind! **THINK AHEAD.** If you think you will want to animate a point later, make sure it is constructed on a segment or circle.

Shortcut buttons:

4. **[Control] [Z]** - "undo" mistakes
 - Keep pressing [Control] [Z] and you will get all the way back to the original blank sketch!
5. **[Control] [A]** - select everything on the screen
 - This is useful for centering everything better on your screen OR deleting it all quickly OR changing the color or size of everything.
6. Another fast way to select objects... With arrow tool, click and hold mouse button down, drag mouse to form a rectangle, let up on mouse button to select everything in the rectangle.
7. **[Control] [C]** - copy
8. **[Control] [V]** - paste objects
9. **[Control] [H]** - hide objects
 - Often hiding objects is preferred to deleting objects, especially if other objects depend on the one being hidden!
10. Read the bottom left of your screen to ensure you are clicking where you think you are!
11. To choose between a line segment, ray, or line, hold down on that tool (along the left) to view your choices. Choose one.
12. **Hold down shift** while constructing a line segment **to make the line segment horizontal or vertical.**
13. Choose the **"A" tool** to show labels on objects. To change a label, select the "A" tool and then double-click on the label you want to change.
14. If you want all points to be labeled as you create them, choose [Edit] [Preferences] [Text] and check [For all New Points].
15. Choose **[Display]** to change line width, color of objects, or size of text.

16. **When constructing a circle**, the position of your arrow when you first press down on the mouse key (after choosing the circle tool) will become the center of the circle (as if you place the point of the compass there!) and wherever your arrow is at when you let up on the mouse key will be a point on the circle (as if that's where you placed your compass' pencil tip to determine the radius).
17. Avoid using the size controlling point on the circle! Perhaps you want to **label it right away as "radius"** to avoid connecting anything to it and to make it easy to find.
18. **Arcs on circles** can be constructed by highlighting two points and the circle, and then selecting [Construct] [Arc On Circle]. The arc will be formed counterclockwise from the first point chosen!
19. You can **merge two points** by highlighting the two points and choosing [Edit] [Merge]. Likewise you can split a point into two different points – useful if you'd want to break a triangle such that it opens up.
20. You can move one point toward another...See [Help] and search for 'Movement'.