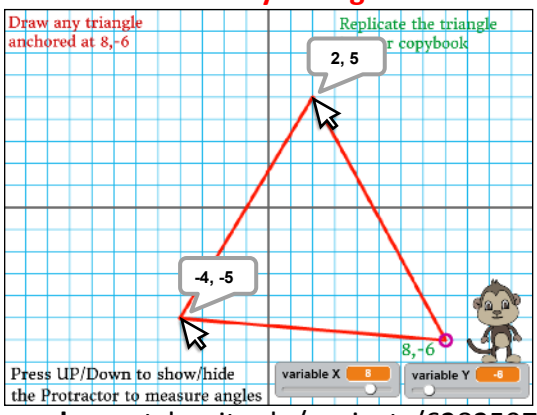
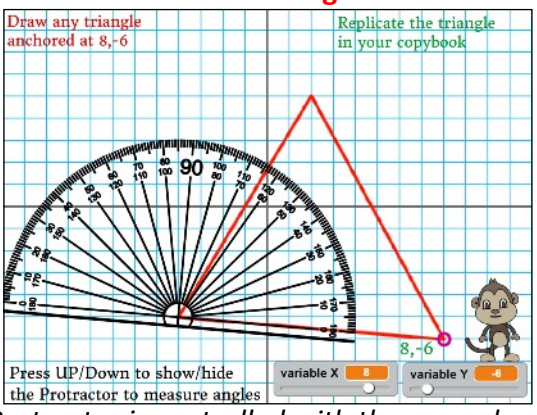
Post-primary Activities in Scratch to Draw Triangles, Measure Angles and Make Interesting Discoveries

Draw any Triangle



shared: scratch.mit.edu/projects/62825976

Measure Angles



Protractor is controlled with the arrow keys

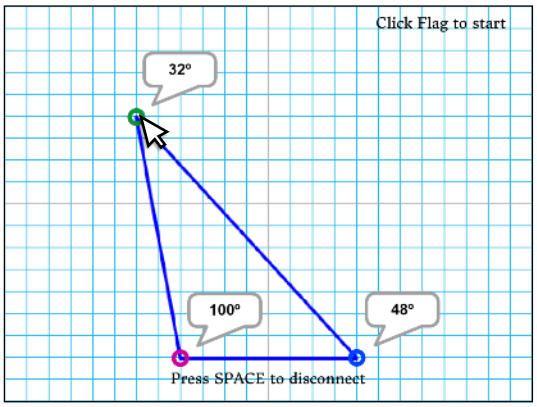
Explore the examples online.

CLICK see inside and make sense for yourself of the logic of the code.

Define 'Draw line' as, go from current to a designated coordinate (set by sliders).

'Draw line' is a New Block procedure

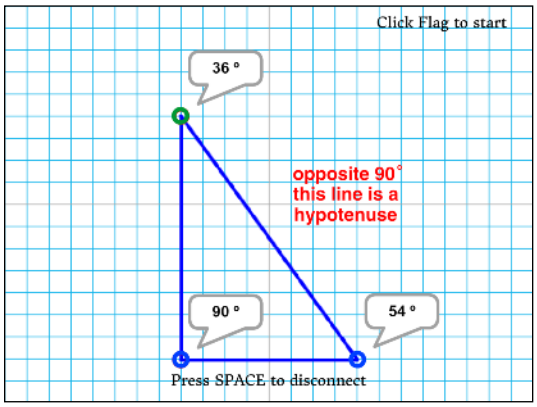
Sum of the Angles in any Triangle



shared: scratch.mit.edu/projects/167160029

Learn through code and interactivity that the sum of the angles in a triangle equals 180°

Discover a Hypotenuse



shared: scratch.mit.edu/projects/226772151

Pop-ups that report a line with a special name.

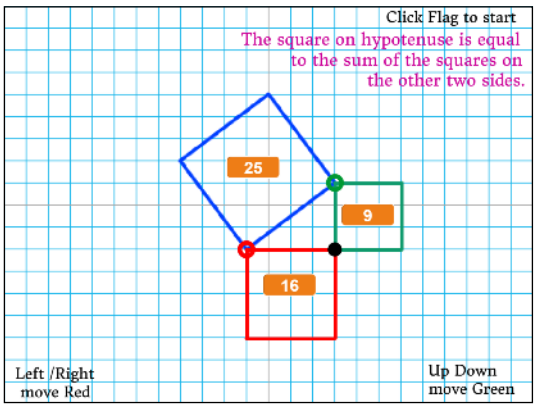
There is a 'hypotenuse' opposite the angle 90°

Explore the examples online.

CLICK see inside and make sense for yourself of the logic of the code.

Discover and Explore Pythagoras with the Grids

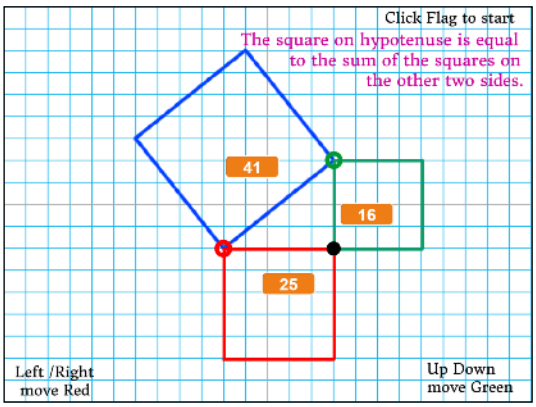
Changing Right-angled Triangles



shared: scratch.mit.edu/projects/195800922

A fixed point (black) and two moveable points (red and green) are programmed and connected together to draw three squares that change size interactively.

A Different Right-angled Triangle



a snippet of logic in the code on the red moveable point.

The *distance to anchorPoint* changes as the red point moves (left/ right with the keys). Hence the *redArea* changes. The distance is pixels Scratch (steps) but ... when divided by *(20) squareSize* distance is grid squares.

value of *squareSize (20)*