1.01 - Construction Basics Matt Braddock

# 1.01 - CONSTRUCTION BASICS

**Matt Braddock** 

## Objective(s) \* Create diagrams using a straightedge \* Use a compass to construct a circle

Required materials: compass, straightedge, patty paper

### Warm Up

Gain familiarity with the construction tools by drawing multiple lines and circles. Then, follow these steps: \* Draw a point, label it A \* Draw a circle centered at A \* Mark a point on the circle, label it B \* Draw a circle centered at B going through A \* Draw segment  $\overline{AB}$ 

#### **DEFINITIONS**

**Line segment**: a set of points on a line with two endpoints . . . **Circle**: a set of all points that are the same distance (radius) from a given point (center)

# Illegal Moves

Given segment AB, follow these steps: \* Draw a circle centered at A with radius AB \* Mark a point at the middle of  $\overline{AB}$ , label it C \* Draw a circle centered at B with radius BC \* Label the intersection above B as D and below B as E \* Draw segments  $\overline{AD}$ ,  $\overline{DE}$ , and  $\overline{AE}$ , and trace  $\Delta ADE$  onto patty paper

#### **DISCUSSION**

Compare your  $\Delta ADE$  with your neighbors.

Why might they be different? How could we ensure they are all the same?

#### **VALID CONSTRUCTION MOVES**

- Draw points in blank space, on objects, and at intersections
- Draw segments, rays, and lines through two points
- Draw a circle centered at a point and through another point
- Set compass to a length between two points then move the compass

# **Perfect Copy**

The figure shows the first few steps of constructing a regular hexagon. Complete the construction.

(image)

#### REFLECTION

How does your regular hexagon compare to your neighbors?

A **regular polygon** has sides with equal lengths. How can you be sure your hexagon is a regular hexagon?

## Summary

A straightedge can be used to create line segments. Line segments are named by its endpoints.

A compass can be used to create circles. Circles are named by its center and radius.