

Geogebra - Checklist for hands-on practice

During Week 3	
Circles and chords	1. Mark arcs, sectors (segments) 2. Marking area and circumference 3. Construct secants and tangents 4. Use input bar to compute circumference of a circle and provide this through a text box 5. Show objects/ Hide Objects
Use sliders to animate	1. A circle with a given radius (as per slider) 2. A segment with given length 3. An angle of a given size
Creating checkboxes	1. Create a file with check boxes and teachers to recreate the file: 2. Elements of a triangle