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all basics of the
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and to get
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purpose of this first activity is to practice using the Tool Bar and to get comfortable working with objects in the Graphics View. 1. To begin with, hide the Algebra View. There are three ways you can do this: • You can go to the View Menu Algebra, or • Ctrl + Shift + A

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23, 2013 Written for
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Math games and

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workbooks with
topics for online
small groups of
teachers or students
to collaboratively
learn dynamic
geometry. The
approach is based on
"Translating Euclid."
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the workbooks are available, including the version used in WinterFest 2013 and analyzed in "Translating Euclid" and "Constructing Dynamic Triangles Together." Also includes the content of a game version that is available as a GeoGebraBook.

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theorems. The final chapter explores constructions in the Poincare disk model for hyperbolic geometry. The book can be used either as a computer laboratory manual to supplement an undergraduate course in geometry or as a stand-alone introduction to

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advanced topics in
Euclidean geometry.
The text consists
almost entirely of
exercises (with hints)
that guide students
as they discover the
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relationships for
themselves. First the
ideas are explored at
the computer and
then those ideas are
assembled into a

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The goals are for the
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geometric
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