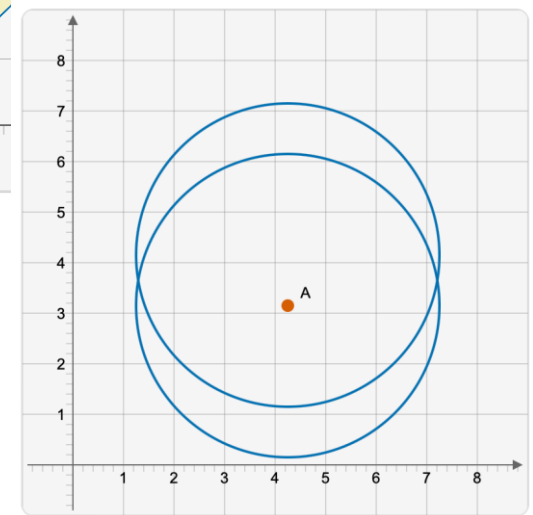
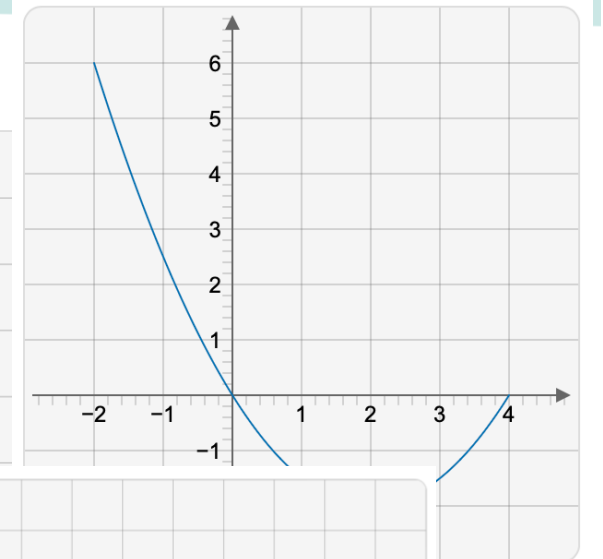
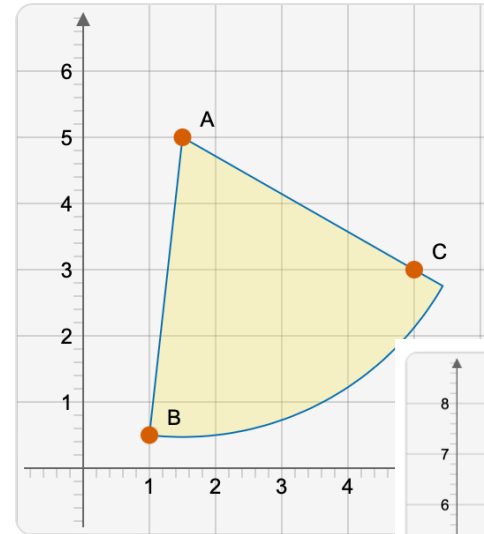


One starts with the editor...

The geometry is happening in here!



Construction toolbar for geometry constructions

1 As a content creator, I am creating the geometry example directly in the editor. I can use loads of different functions such as those listed on the right hand side.

2 It automatically creates the necessary Jsxgraph commands in the background:

- Setting points
- Points on objects
- Intersections, Midpoints
- Lines, Segments, Vectors, Rays
- Circles
- Polygon
- Perpendicular lines and parallel lines
- Angle
- Reflections (to a line and to a point)
- Dilation + Rotation
- Text
- Graph

3

With the visibility status per object I can even create additional constructions which are hidden to the students.

4

After having constructed the object, one has to specify the conditions of a correct solution.

5

Properties

- Background image
- Available elements for the geometry task
- Add a ruler / triangle ruler

- Existence criteria
- Specific angle
- Specific coordinates (of points)
- Glider has specific value
- Absolute length
- Mathematical calculations.
- etc.

Construct a triangle with specific measurements

Student view

Construct a triangle with specific measurements