

# Measuring Angles

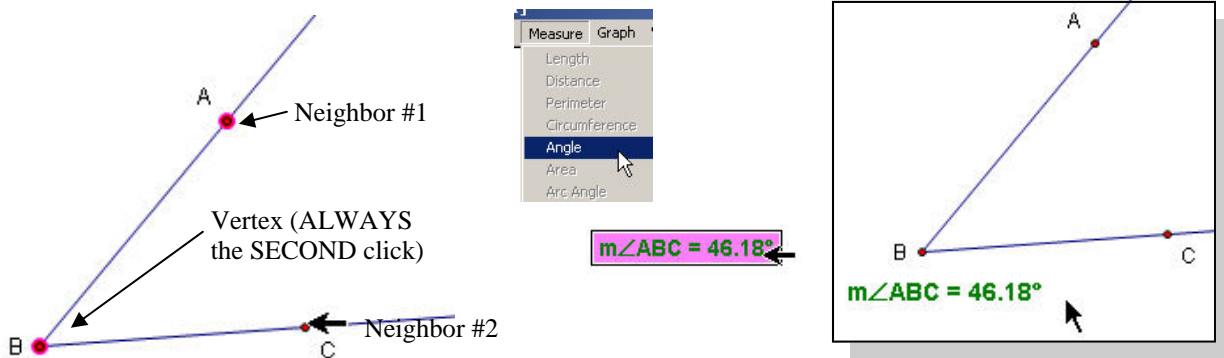
Using *The Geometer's Sketchpad*®

1. Make or select an angle to measure.
2. Click three vertices to select them.



The **vertex** at which you are measuring is **ALWAYS** the **MIDDLE** point selected (think “Neighbor—Vertex—Other Neighbor” when selecting).

3. On the menu bar, click Measure > Angle.
4. The measure will appear in a highlighted (pink) box.
5. Drag the measurement near the vertex, then de-select.



## Measuring Angles inside Polygons

### Some basic “rules”:

- Same routine: “Neighbor-Vertex-Other Neighbor”
- Always follow the sides—never use a diagonal (shown in this diagram by a pecked line)

### In this example:

The **vertex** whose angle is being measured is **at Z**”.

1. **First** click: one of Z’s neighbors (either W or Y),
2. **Second**: Z,
3. **Third**: Z’s other neighbor (W or Y, the one you didn’t use in click #1)

### Use estimation to help you:

- In this case, angle WZY looks like it’s pretty close to being a right angle, so you should expect an answer pretty close to 90°

