



# 7<sup>TH</sup> GRADE TI-84 ACTIVITY 16: MEASURE UP!

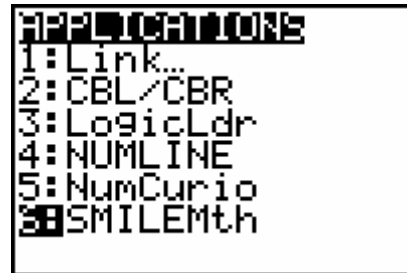
## ACTIVITY OVERVIEW:

In this activity we will

- Use the Smilemath application to practice angle estimation



The Smilemath application has 5 different “games” to play that help improve your math skills or understanding. In order to start the SMILEMth app, you must press the **[APPS]** key, arrow to SMILEMth and press **[ENTER]**.



You must press **[ENTER]** four times to reach the game menu screen. Arrow down to the angle game and press **[ENTER]**.



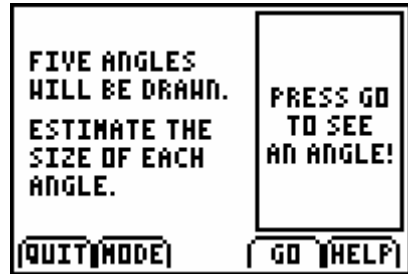
Select the 90 degree option and press **[ENTER]**.



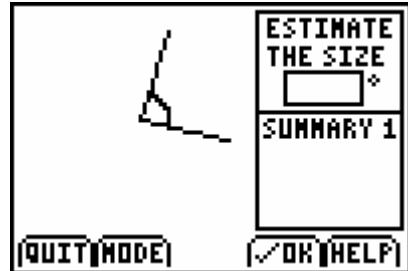
Select the estimation game by using the down arrow key. Press **[ENTER]**.



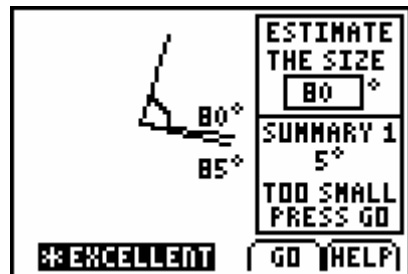
The estimation round will present 5 angles. The goal is to estimate the size of each angle. Your estimates need to be in multiples of 5 degrees.



You will be presented an angle between 0 and 90 degrees. Type your answer in the box and press OK, the softkey above the [TRACE] key.



Your answer will be evaluated. The correct measure of the angle will be drawn. Your answer will be TOO LARGE, TOO SMALL OR SPOT ON.



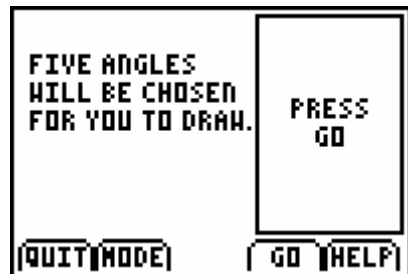
At the end, you will be given a grade to tell you how you did overall.

**EXTENSION**

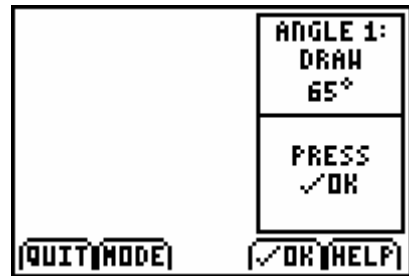
When you complete the game, press the softkey for QUIT, which is the [Y=] key. Select 3: Challenge and press [ENTER].



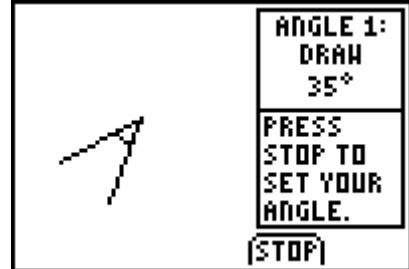
Now you get to draw the target angles.



Press the go softkey, which is the **TRACE** key below it. Press OK key and then the Go key.



Press the STOP softkey to end the angle drawing. If you don't like your angle, you can use the +/- softkeys. You will need to press the STOP softkey to finish the drawing.



Once again, the game will tell you how you did on each angle and will score your 5 efforts at the end.

