Designing a Logo using Geometer’s Sketchpad
Teacher Hints and Tips

General Use of the Software:

1. When you use any of the tools in Sketchpad, it remains selected after use. This can be very frustrating, especially if you want to move or adjust the figure after drawing it.

   To avoid this, after using any tool in Sketchpad, always go back to the toolbar and choose the Selection Arrow tool before starting the next part of your task.

2. Unlike most other applications, items that have been selected / highlighted (outlined in pink) stay selected, even if you use the Selection Arrow tool to choose another object in the window. This allows rapid selection of multiple items, but can be a problem if an object is selected in the window that interferes with the task you want to do.

   For example, if you have measured an angle, the measurement box is selected. It will stay selected even when you select something else to measure, and the measurement option will be “greyed out” in the menu.

   To avoid this, always use the Selection Arrow tool to click once in an empty area of the Sketchpad window.

Specific Tips for this Activity:

1. It is best to encourage students to design their own logos, using the software itself for creating the design.

2. Transformations can only be carried out with shapes and figures created within Geometer’s.

3. Pictures and images can be imported into Geometer’s but cannot be transformed within Geometer’s.

4. Please refer to the supporting document: “Incorporating Other Graphics into Geometer’s Sketchpad” for additional information about working with graphics in a sketch.