**First steps in Geogebra in the classroom**

* [GeoGebra](http://www.geogebra.org/) can be used online or downloaded. For you students [Geogebra Classic 5](https://www.geogebra.org/download) is very suitable and can be used from an USB-stick, too.
* GeoGebra is a dynamic geometry software. So normally no measurements and a coordinate system are necessary. For beginners the coordinate system allows avoiding pependicular lines for angles of 90°.
* First discoveries can be done by using command like "circle with point and midpoint, segments, lines, midpoints, line,points of intersection, polygons". important is that students see that dynamic constructions are the best (not using segments and circles of a fixed length).
* Important tools at the beginning are hiding and labeling objects and how to colour lines and areas (polygons have to be created before colouring).
* Somestimes it is easier to color a construction at the end by using PAINT.
* There are a lot of tutorials in different languages on the internet

.**FIRST STEPS**

* These three constructions might be nice to get in touch with some important features of GeoGebra.

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| 1. using coordinate system | 2. dynamic, withoutcoordinate system | 3. more complex but artful |