

DESIGN A MOBILE ABOUT GEOMETRIC FIGURES

1. Design a mobile (Figure 1) using
 - Dowels or wire for the main rod (you will need to tie these two rods together so they do not move or twist);
 - String or heavy thread (not thin nylon fishing line) to connect the parts of the mobile together and to make a hook;
 - Paper or cardboard cutouts to illustrate geometric concepts; and
 - Straws, coffee stirrers, or small sticks for tangent lines, secants, or even diagonals.

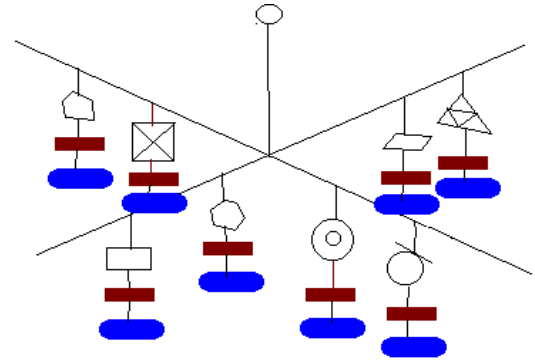


Figure 1

2. Each branch (string) of the mobile should be dedicated to one geometric shape. In addition each branch (string) should contain informational tags below the figure. Be sure each branch contains:
 - A physical model of the geometric shape you are describing;
 - An illustration and statement of one of more specific geometric properties you learned about this shape this year;
 - A formula for finding the area of the shape
 - Special descriptive names given the shape if it has special properties (i.e. isosceles) and a description of what must be true to be given this name.

3. Your mobile must contain at least 12 branches and illustrate at least 12 geometric shapes. Included in your mobile must be equilateral, equiangular, regular and non-regular shapes. You must also use ideas from EACH chapter 2-12 in *Discovering Geometry* throughout your mobile.

4. Balance the mobile by moving the branches back and forth along the main rods.

5. Attach string or some type of hood to the top of your mobile so it can be suspended from the ceiling of the classroom. Place your name and class period on this string using a tag similar to those used on the branches of the mobile.

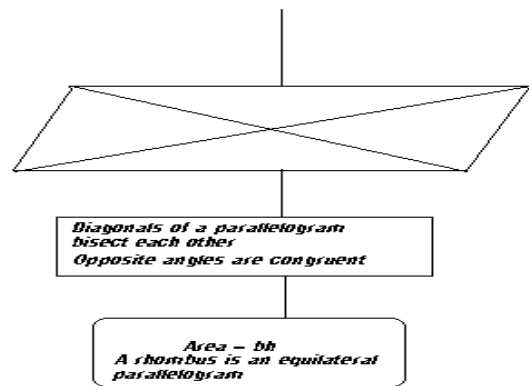


Figure 2

6. On the due date two other students will evaluate your project using a scoring rubric provided by the teacher. You will be asked to explain to the two students several things about your mobile during the scoring procedure.

7. This project will be weighted as one test during the last marking period.