

## Drawing basic shapes (Tutorial B2)

[http://www.atomiclearning.com/k12/en/movie/27955/play\\_window?type=Tutorial&sid=1670](http://www.atomiclearning.com/k12/en/movie/27955/play_window?type=Tutorial&sid=1670)

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To draw a basic shape, press the Home key, and choose Graphs and Geometry. Next, press the Menu key, then select Shapes, and choose

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the appropriate shape. In this case, I'd like to draw a circle, so I'll choose Circle. Now, I'll move my pointer into the graph,

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where it will change into a pencil icon. I'll put the point of the pencil wherever I would like the center of my circle to be.

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Then I'll click that point by pressing the Click key. Next, I'll move the pointer away from the center of the circle until I get

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the desired radius, and then I'll click again to create a circle. If I decide that I want to move the circle to a different area

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of the graph, I can press Escape to move out of the Pencil tool, then I can just roll over the center of the circle, grab it by

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pressing and holding the Click key in the center of the NavPad, use the arrows to drag it to a different area, and then press

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the Click key again to release it. To resize this existing circle, I can roll over any point on the circumference of the circle, grab

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it by pressing and holding the Click key, using the arrows to drag it and resize it, and then pressing the Click key again to

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release it. You can change the fill color of a closed shape by just rolling over the border of the shape using the NavPad, and

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then pressing Ctrl and then Menu to bring up a contextual menu, and then choosing Attributes. The first option in Attributes is

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fill color; I can use the right and left arrows to change the level of fill. Once I've got the fill to the correct shade, I

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can press Enter twice to accept it. Sometimes, you may want to undo an action that you just performed; for example, if I realized

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after I accepted the circle shading that I didn't want to do that, I can undo it very quickly by pressing Ctrl, and then Escape. You

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can see that the shading has been undone. You can create more complicated shapes using a similar technique. In this case, I'd

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like to draw a regular hexagon, so I'll press Menu and then choose Shapes, and this time select Regular Polygon. Just as before, I'll

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place the point of my pencil icon wherever I would like the center of my shape to be, and then click. Now, I'll move out to where

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I'd like one of the points of the hexagon to be, and click again. Notice right now this is a regular polygon with 16 sides. To reduce

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the number of sides down to six, I'll move the pointer around the shape until there are only six sides remaining, and then I'll

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click again to create my hexagon.

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