



Math Island A3

Reference Sheet - AP133

There are three modes.

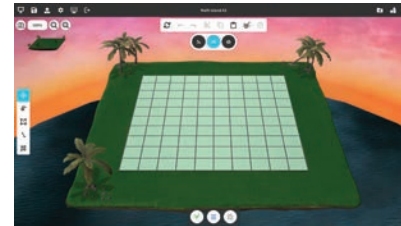


Use the **mode bar** to flip through them.



Measure

Measure and compare the dimensions of objects.



Build

Plot points, use coordinate planes, learn percents, and find angle measurements.

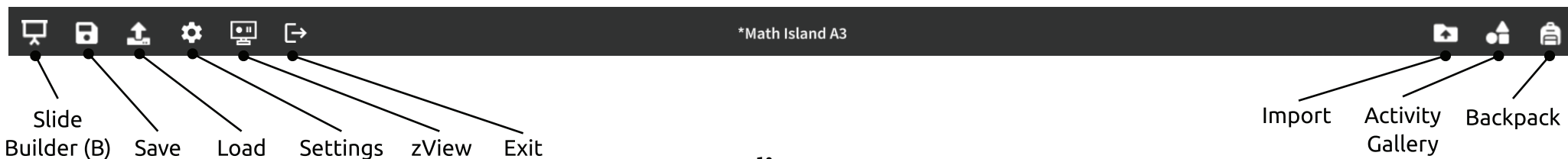


Balance

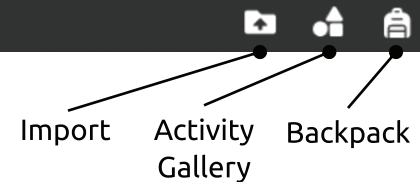
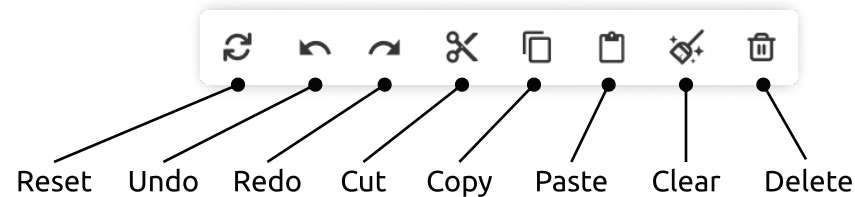
Compare the mass of objects and practice inequalities.

For more information on how to use these modes, see the next three pages.

Main Menu



Edit Bar





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Toolbar

Move (M)		
Draw (D)		
Text (T)		Calculator (C)
Line (L)		Scratch Pad (S)
Math Tools		Protractor (P)

Note: The Protractor is only available in Build mode.

Math Tools

Calculator

Scratch Pad

Scratch Area

Add Drawing

Add Text

Erase

Delete Page

Previous

Add Page

These features are specific to **Measure** mode.



Use the **Measurement Zone** and the **Ruler** to find the dimensions of objects.

Measurement Zone

Ruler

Reset Zone
Revert the object to its starting position.



Unit Toggle
Switch between metric and imperial units.

The units that appear on the Ruler depend on the model placed in the Measurement Zone.



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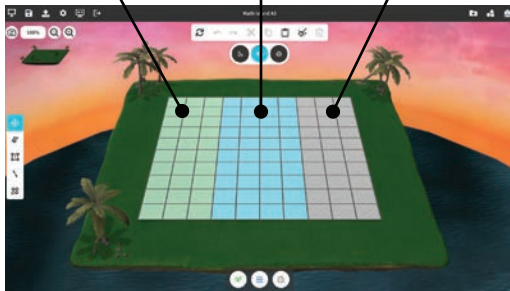
These features are specific to **Build** mode.

Land Cover

These are land cover buttons.

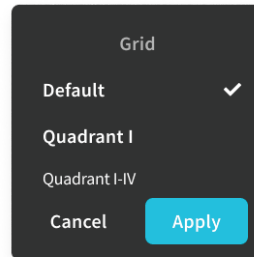


Undeveloped (green) Water (blue) Developed (gray)



Select and drag over the squares on the grid to change their color.

Grid



Right-click on the grid to choose a coordinate plane.

↕ Quadrant I



↕ Quadrant I-IV

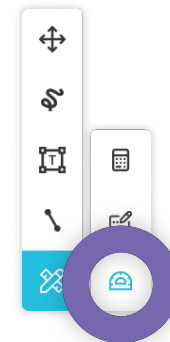


This is a property window.

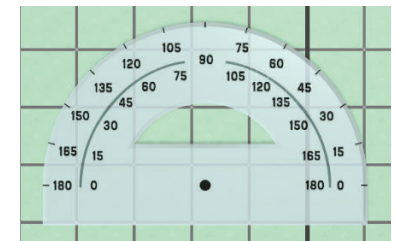
It displays information about an object.

Protractor

Press P on your keyboard or select the Protractor icon under Math Tools.

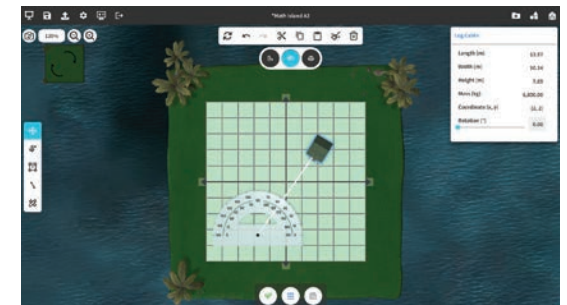


This is the Protractor.



When it is active, select a model on the grid.

Use the white line to take angle measurements.





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These features are specific to **Balance** mode.

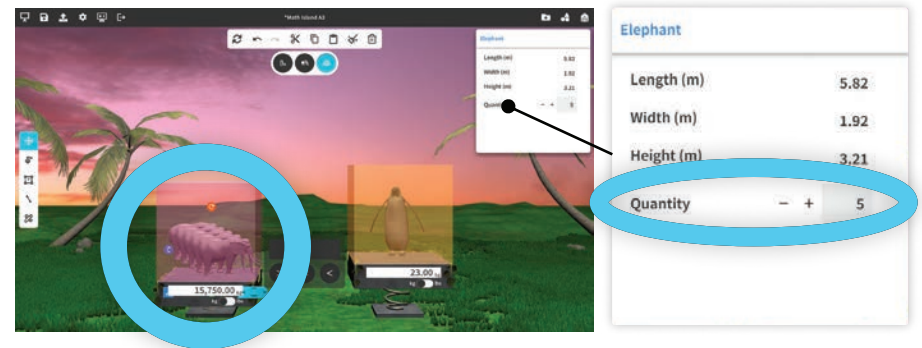
Spring Scales

Place models in the spring scales to determine their mass.



Quantity

To create multiple models, make changes to the Quantity setting in the property window.



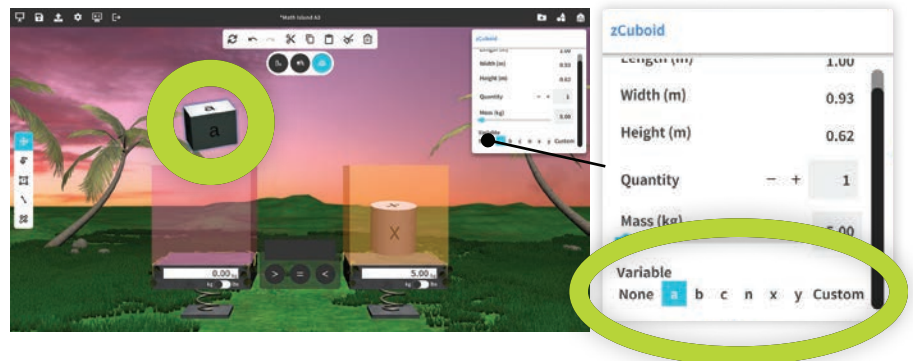
Comparison Readout

Use the Comparison Readout to practice inequality statements and compare the masses.

	Greater than	Equal to	Less than
If Correct			
Greater than			
Equal to			
Less than			

Variable

To label a 3D Solid model, use the Variable settings in the property window.



Note: This feature is also available in Build mode.