# **Trigonometric Ratios**

Name(s):

= 0.51

= 0.86

= 0.60

PROJECT # 4- BUE 05/04

hypotenuse

adjacent

С

B

 $\setminus \nu$ 

opposite

Right-triangle trigonometry builds on similar-triangle concepts to give you more ways to find unknown measures in triangles. In this activity, you'll learn about trigonometric ratios and how you can use them.

m∠CAB = 31°

m opposite

m hypotenuse

m adjacent

m hypotenuse

m opposite

m adjacent

### Sketch and Investigate

through point B

3. Construct  $\overline{AC}$ , where

point C is a point on the perpendicular line.

perpendicular to  $\overline{AB}$ .

In steps 1–5, you'll construct a right triangle.

1. Construct  $\overline{AB}$ .

Select point  $B \searrow 2$ . Construct a line and AP; then in the Construct menu, choose Perpendicular Line.

Using the Text tool. click once on a segment to show its label. Doubleclick the label to change it.

Select, in order, points C, A, and B. Then, in the Measure menu, choose Angle.

the two segments in order. Then, in the Measure menu, choose Ratio.

- 5. Construct  $\overline{BC}$  to finish the right triangle.
- 6. Show the three segments' labels and change the labels to match the figure above right.
- $\rightarrow$  7. Measure angle CAB.

4. Hide the line.

- For each ratio, select  $\Rightarrow$  8. Measure the ratios *opposite*/hypotenuse, adjacent/hypotenuse, and opposite/adjacent.
  - **Q1** Drag point *C* to change the angles. When the angles change, do the ratios also change?
  - **Q2** Drag point *A* or point *B* to scale the triangle. What do you notice about the ratios when the angles don't change? Explain why you think this happens.

Choose Calculate from the Measure menu to open the Calculator. In the Functions pop-up menu, choose sin. Click in the sketch on the measure of  $\angle CAB$ , then click OK. Use the same process to calculate cosine and tangent. Your observations in Q2 give you a useful fact about right triangles. For any right triangle with a given acute angle, each ratio of side lengths has a given value, regardless of the size of the triangle. The three ratios you measured are called sine, cosine, and tangent.

9. The sine, cosine, and tangent functions can be found on all scientific calculators, commonly abbreviated as sin, cos, and tan. Use Sketchpad's Calculator to calculate the sine, cosine, and tangent of  $\angle CAB$ . Match these calculations with the ratios they are equal to.

cosine $\angle A =$	length of le	eg opposite ∠A f hypotenuse		
cosine $\angle A =$	length of	f hypotenuse		
angent $\angle A =$	,			
elow. Use the	nate values : definitions	for the sine, c in Q3 and ref	osine, and ta	ngent of 30°
in 30° =	cos	30° =	tan 3	30° =
hat number. C hould be close	Calculate the e to one of tl	e sine of that a	ingle measur	e. The sine of $\angle C$
Drag point C a	nd answer	the following	questions.	
a. What's the angle in a	smallest pc right triangl	ssible value f e? What angl	or the sine of e has this val	an ue?
b. What's the angle in a	greatest po right triangl	ossible value f le? What angl	or the sine of e has this val	an .ue?
c. Why can't	you make r	n∠CAB exact	ly equal to 90:	)°?
d. Even thou do you thi	gh you can' nk is the va	t make m∠C. lue of tan 90°	AB exactly ec ? Explain.	jual to 90°, what
e. For what	angle is the	tangent equa	to 1? Why?	
f. For what	angle are th	e sine and cos	sine equal? V	Jhy?
		s measure r (	Complete this	equation:
	elow. Use the ketch to find t in 30° = Without measu hat number. Co should be close Explain why the Drag point <i>C</i> a a. What's the angle in a t b. What's the angle in a t c. Why can't d. Even thou do you thi e. For what f. For what	<ul> <li>elow. Use the definitions ketch to find these values in 30° = cos</li> <li>Without measuring, figure hat number. Calculate the should be close to one of the explain why this is so.</li> <li>Drag point C and answer</li> <li>a. What's the smallest por angle in a right triangle</li> <li>b. What's the greatest por angle in a right triangle</li> <li>c. Why can't you make r</li> <li>d. Even though you can' do you think is the val</li> <li>e. For what angle is the</li> <li>f. For what angle are the</li> </ul>	<ul> <li>elow. Use the definitions in Q3 and refinitions in Q3 and refinitions in 30° = cos 30° =</li> <li>Without measuring, figure out the mease hat number. Calculate the sine of that a should be close to one of the trigonome. Explain why this is so.</li> <li>Drag point <i>C</i> and answer the following</li> <li>a. What's the smallest possible value f angle in a right triangle? What angle</li> <li>b. What's the greatest possible value f angle in a right triangle? What angle</li> <li>c. Why can't you make m∠<i>CAB</i> exact</li> <li>d. Even though you can't make m∠<i>C</i>. do you think is the value of tan 90°</li> <li>e. For what angle is the tangent equal</li> <li>f. For what angle are the sine and cost</li> </ul>	in $30^\circ$ = cos $30^\circ$ = tan 3 Without measuring, figure out the measure of $\angle C$ and hat number. Calculate the sine of that angle measure should be close to one of the trigonometric ratios for

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# Modeling a Ladder Problem

Name(s):

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Drawing diagrams is a useful method to help solve many types of realistic problems. Dynamic diagrams can be even more useful. Here's a problem that can be solved with a Sketchpad sketch.

The Occupational Safety and Health Administration (OSHA) recommends that when you use a ladder, you should lean it against a wall so that the height at which it touches the wall is four times the distance from the wall to the foot of the ladder. Any more and you risk tipping the ladder backward. Any less and you risk having the bottom slide out from under the ladder. What's the height from the Supr that you can reach with 20-100 ladder? What angle will the locider make with the fator?

#### Sketch and Investigate

- 1. Set Preferences to display the Distance Units in **inches**.
- 2. Construct vertical segment *AB* and horizontal segment AC. These segments represent the wall and the floor.
- 3. Construct point *D* on the floor. This point will be the foot of your ladder.
- Select point *D*; then,  $\rightarrow$  4. Translate point *D* vertically by 2 inches. The 2 inches will represent the length of your ladder, so the scale of your drawing will be 1 in. = 10 ft.
  - 5. Construct circle DD'.
  - 6. Construct point E where the circle intersects the wall. You may have to move point *D* first so that the circle and the wall intersect.
  - 7. Construct  $\overline{DE}$ . This segment represents your ladder. Its length can't change because the radius of the circle is fixed at 2 inches.
  - 8. Hide the circle and point D'.
  - 9. Drag point *D* back and forth. You should see the top of the ladder move up and down the wall.
  - $\rightarrow$ 10. Measure  $\angle EDA$ , EA, and AD. (EA represents the height on the wall that your ladder is reaching.) Calculate EA/AD.
    - **Q1** Drag point *D*. Given the constraints in the problem, how high can the ladder reach? What angle does it make with the floor?

Exploring Geometry with The Geometer's Sketchpad © 2002 Key Curriculum Press

Preferences from the Edit menu  $\rightarrow$ and go to the Units panel.

Choose

Holding down the -> Shift key while you draw makes it easier to draw vertical and horizontal segments.

> menu, choose Translate.

points E, D, and B. Then, in the Measure menu, choose Angle. Select points E and A; then, in the Measure menu, choose Distance. Repeat for AD.

Select, in order,

# Modeling a Ladder Problem (continued)

**Q2** Confirm your answers using trigonometry. Show your work.

### Explore More

Suppose a ladder is propped against one wall in the corner of a room. To one side of the ladder is another wall. A wet paintbrush rests on the center rung of the ladder, just touching the side wall. Suddenly, the foot of the ladder slips and the paintbrush falls with it, painting a streak on the side wall as it falls! What does the streak look like? To model this in your sketch, construct the midpoint of your ladder. While it's selected, choose **Trace Point** in the Display menu. Animate point *D* along  $\overline{BC}$ .

- 2. Select the measurements for *EA* and *AD* and choose **Plot As (x, y)** in the Graph menu. Drag the foot of the ladder. What kind of graph do you get? If you were to drag the foot of a ladder away from a wall at a constant rate, would the top of the ladder fall at a constant rate? Why or why not?
- 3. Write one or more other problems that could be modeled with this sketch.

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