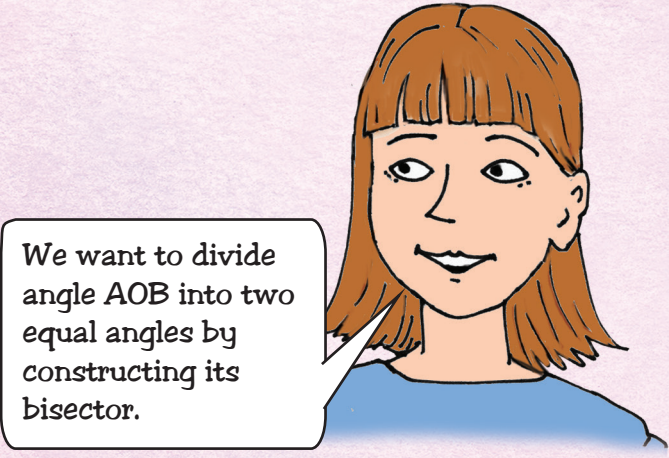
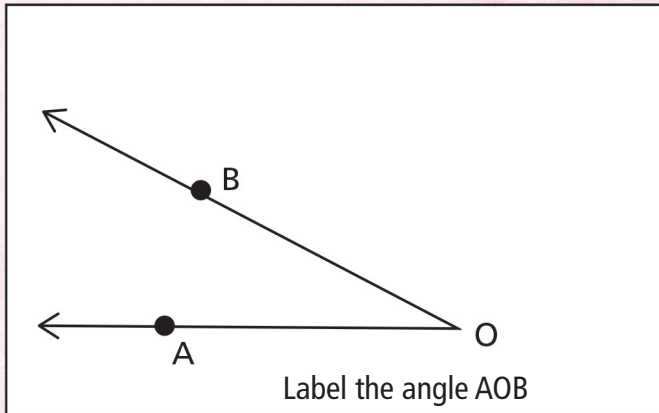


# Using Mathomat to bisect a given angle

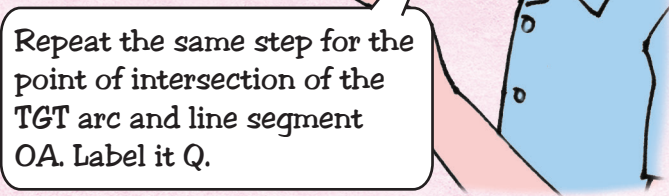
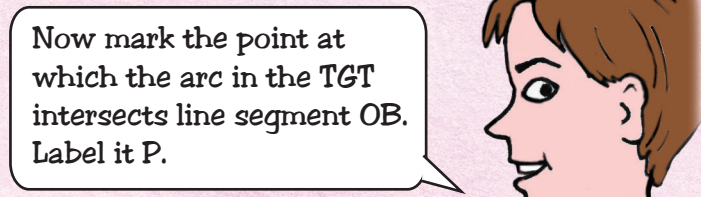
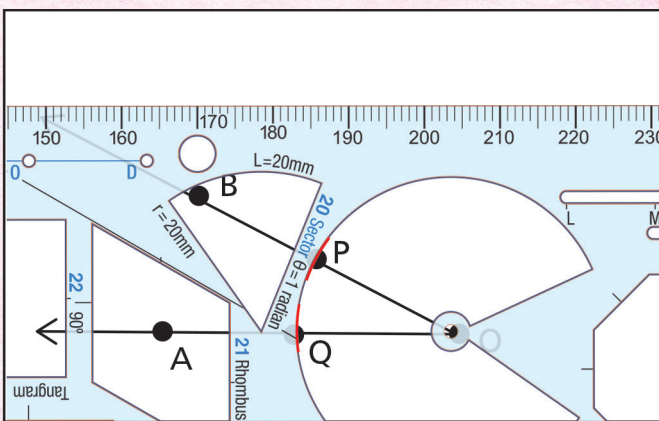
## Step 1

Use the drawing space on the next page to draw an acute angle using Mathomat, like this:



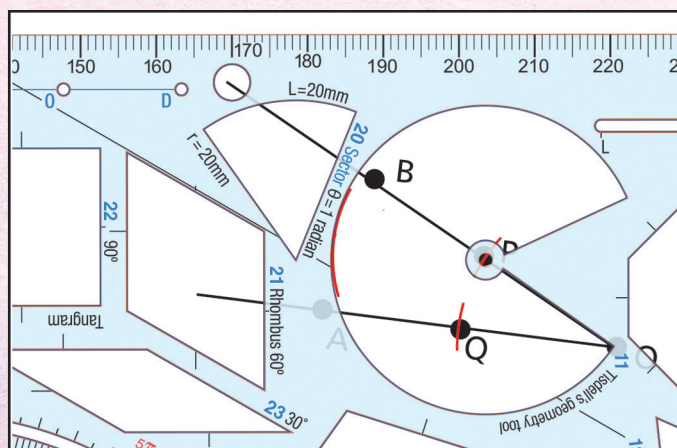
## Step 2

Place the centre of shape 13, the TGT, at point O.



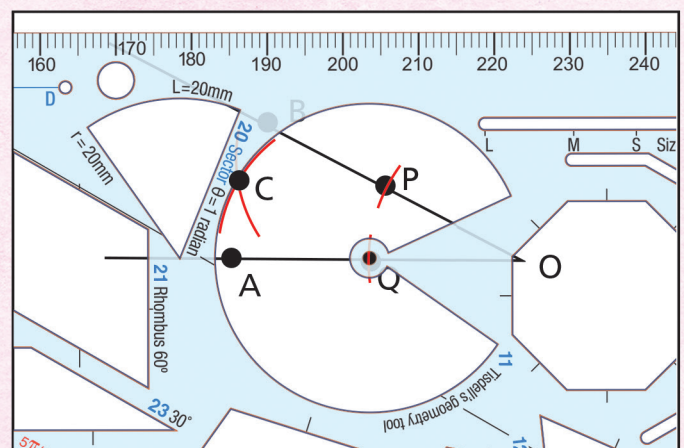
## Step 3

Place the TGT with its centre on point P. Trace a small section of arc where the same arc with centre at Q will be.

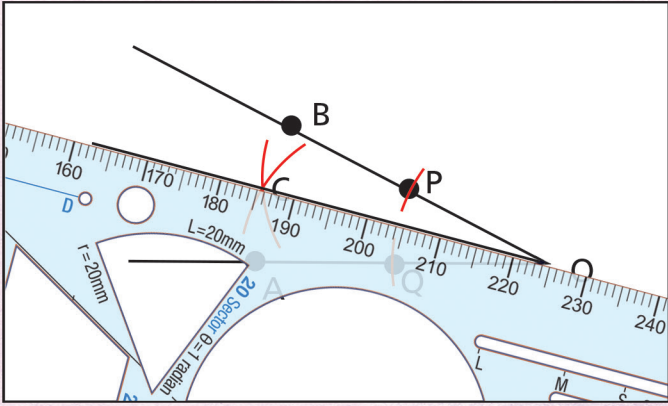


## Step 4

Now place the TGT centred over Q. Trace a second small section of arc to create a point of intersection. Label this C.



### Step 5



Draw a line through OC using Mathomat as a straight edge. This line segment bisects the angle AOB, both for the acute and its associated reflex angle.



Use your Mathomat to draw a bisected angle here:

A large empty rectangular box for drawing a bisected angle using a Mathomat protractor.