## Angle Sum in Various Geometries

- Lay out a triangle with masking tape
- Pick a vertex to begin your triangle walk. Note the vertex and which way you are facing.



## Walking a Euclidean Angle Sum

- Start walking along your triangle, keeping the center of your body on the boundary of the triangle.



## Walking a Euclidean Angle Sum

- When you get to a turn (one of the angles of the triangle), turn your body so that it sweeps the interior angle of the triangle (careful!). You may be walking backwards for a time.



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## Walking a Euclidean Angle Sum

- Sweep out the last interior angle to finish your angle sum walk.
- The change in direction in your body from start to finish is the sum of the angles in this triangle.



## Folding an Angle Sum Extrinsically

- Rip a triangle from paper.
- Fold one angle to bring it down to the base by using a fold parallel to the base.
- Fold the other angles in



## Folding an Angle Sum Extrinsically

- Notice the angles fit to take up the entire space along the base and this gives us the angle sum.



## Sum of the Angles in a Triangle on a Sphere



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## Sum of the Angles in a Triangle on a Sphere

equation 1: $3 T+A^{\prime}+B^{\prime}+C^{\prime}=2 a r^{2}+2 b r^{2}+2 c r^{2}$

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## Detecting the Sum of the Angles in an Earth Triangle



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\text { sum of the angles }-\pi=\frac{\text { area of the triangle }}{r^{2}}
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196,000,000/8 $3959^{2}$

Euclidean proof of I-32.
Discuss what goes wrong with the proof of I-32 on the sphere.
Escher's representation of hyperbolic geometry
http://cs.appstate.edu/~sjg/class/1010/wc/
geom/Escherworksheet.pdf

http://www.malinc.se/noneuclidean/images/triangleSum.svg

