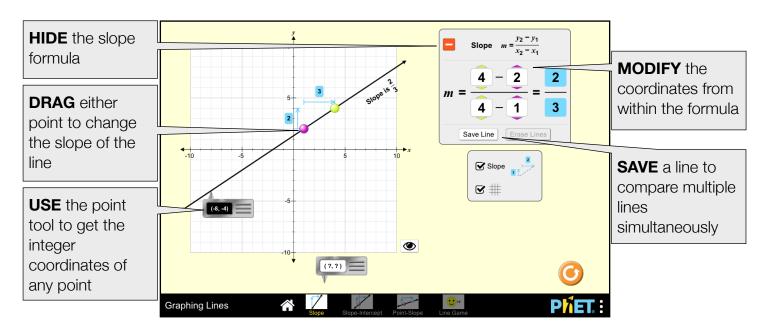


# Graphing Lines

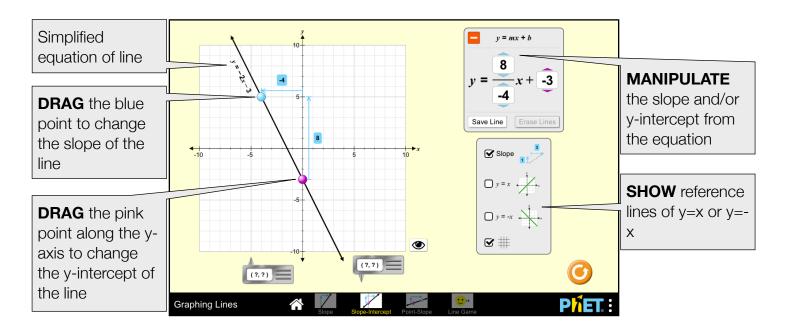
#### Slope Screen

Explore the parameters of the slope formula and how modifying the graph affects the equation or modifying the equation affects the graph.



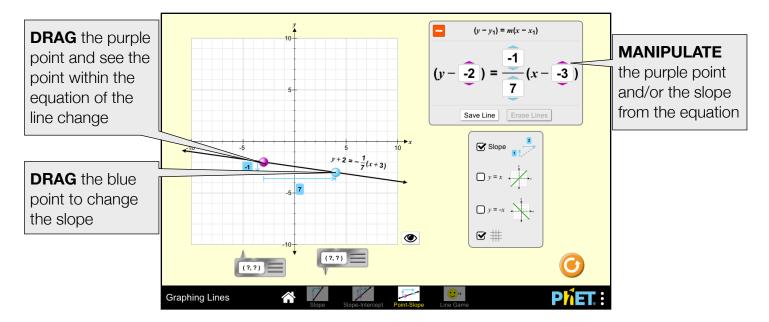
### **Slope-Intercept Screen**

Explore the parameters of the slope-intercept form of a line.



#### **Point-Slope Screen**

Explore the parameters of the point-slope form of a line.



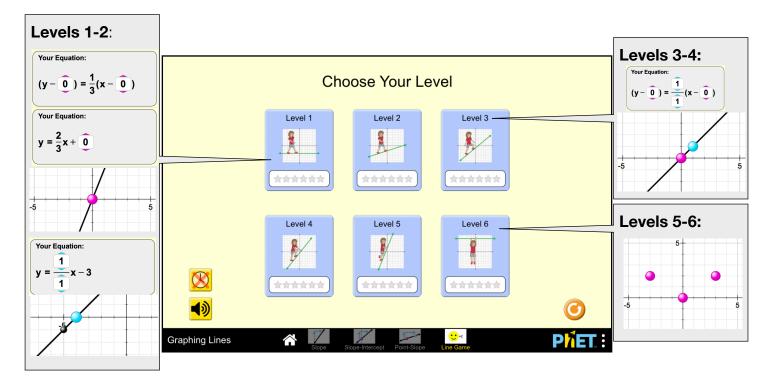
#### **Game Screen**

Challenges are random within each level, but increase in difficulty.

**Levels 1-2:** Set the point, set the y-intercept, or set the slope, by manipulating either the equation or the graph.

**Levels 3-4:** Make the equation or graph the line.

**Levels 5-6:** Make the equation, graph the line, or put points on the line.



#### **Complex Controls**

• If two points are stacked vertically on any screen, the slope will be displayed as undefined and a red x will appear over the equation.

## **Insights into Student Use**

• Students may have difficulty with the game, particularly Set the Equation challenges, if they do not use the point tools.

 $(y-y_1)=m(x-x_1)$ 

x = 3 (slope undefined)

See all published activities for Graphing Lines here. For more tips on using PhET sims with your students, see Tips for Using PhET.