



### **Graphit (Project Interactivate)**

Similar to a graphing calculator, use to graph functions and plot data.

<http://www.shodor.org/interactivate/activities/Graphit/>



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### **Equation Solver (Project Interactivate)**

Choose Difficulty Level and then click on New Problem. Then, choose a property to begin solving for X. Try to use the least number of steps possible.

<http://www.shodor.org/interactivate/activities/EquationSolver/>



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### **Positively Linear Function Machine (Project Interactivate)**

Enter values for X and predict the values of Y. Figure out the slope and the y-intercept for the linear function.

<http://www.shodor.org/interactivate/activities/LinearFunctMachine/>