



Graphit (Project Interactivate)

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

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



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/>



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/>