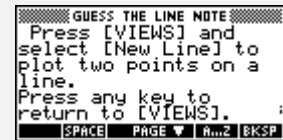


**Objectives:**

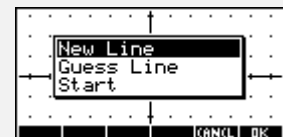
Using the **GUESS THE LINE** applet, the student will write the equation of a line in slope-intercept form when given two points.

**Functionality:**

When the student presses **START**, the **GUESS THE LINE NOTE** will be displayed.



The student should then press **VIEWS** to access the options of this applet.



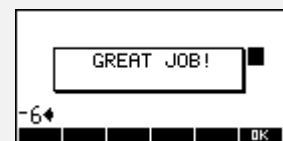
**New Line** will randomly plot two ordered pairs. The student should write the equation of the line in slope-intercept form that passes through these points. Pressing any key will bring back the views menu.



**Guess Line** will prompt the student for the slope and the y-intercept of the line that contains these points.



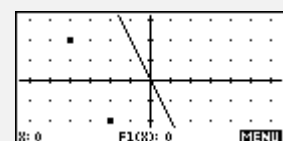
If the student enters the correct slope and y-intercept, the calculator returns a message that says **GREAT JOB!**



If the student enters an incorrect piece of information, the calculator returns a message that specifying the correct information.



After the message box, the original points and the student's line will be displayed. The student may then guess again. Pressing **VIEWS** will bring back the menu.

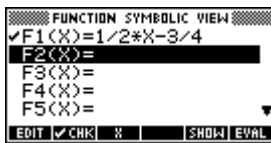


**Additional Exploration:**

Use the **Build Your Own** feature in the numeric setup of the **Function** applet to have students create a table of x and y values for a given line. An example would be:

Complete the table for  $y = \frac{1}{2}x - \frac{3}{4}$ .

x	y
-5	
-2	
-1	
2	
7	
8	



X	F1
-5	-3.25
-2	-1.75
-1	-.25
2	1.25
7	2.75
8	3.25

1/2\*X-3/4

Programs associated with this applet:  
.LI.NL, .LI.GL, .LI.ST, .LI.SV