

Introduction

In this activity, students will explore solving linear equations algebraically, numerically, and graphically.

Grades 6-8

NCTM Algebra Standards

- Represent and analyze mathematical situations and structures using algebraic symbols
- Recognize and generate equivalent forms for simple algebraic expressions and solve linear equations

Files/Materials Needed

linear.act

1

- Launch TI-Navigator™ on the computer and start the session.
- Have each student log into NavNet on their calculator.

2

- Load the activity settings file *linear.act*.
- Using one of the equations below, instruct your students to enter the expression on the left side of the = sign in Y1 and the expression on the right side of the = sign in Y2.

$$1 - 4x = -15$$

$$-28 = 5x - 7x - 4$$

$$-3 - x = x - 11$$

$$2(4 - 3x) = 8$$

$$6(-3 - 4x) = 24 - 2(x - 1)$$

- Instruct students to press **SEND** when ready to submit their graphs.
- To demonstrate how to solve equations graphically, use your cursor to point to the intersection of the two lines and discuss what the corresponding x-value is.
- To demonstrate how to solve equations numerically, click on the **Equation-Graph** tab in the Activity Center and select Y1 in the first column and Y2 in the second column. Scroll until the expressions have the same y-value. Look at the corresponding x-value to find the solution.

- If there are submissions that have common errors, you may pause the activity, and discuss “what a student who submitted these equations might have been thinking.”
- Stop the activity and discuss with your class to check for understanding.

3

- Have students log out of NavNet and use their calculators to enter the expressions into Y1 and Y2 and use the table and graph functions to find the solution.
- Use **Screen Capture** to check students’ understanding.

4

- Have students log back into NavNet.
- Use **Quick Poll** (with *Open Response*). For each equation in step 2b, have students submit their solution.

EXTENSION

5

Challenge students to write a real-life situation that can be solved by writing and solving an equation. Then have the class write and solve the equation.