TI-Nspire™ CX / TI-Nspire™ CX II Scavenger Hunt

Open a new document on your TI-Nspire™ CX or CX II handheld.

Find someone who can show you one of the skills in the boxes. Introduce yourself, have them demonstrate the skill to you, and then ask them to sign the box where the skill is listed. Continue until all the boxes are signed. Add new pages or problems to your TI-Nspire™ document as needed. Try to get as many signatures as possible.



 1a. Graph f(x) = x² +150000. 1b. Change the Window to better see the graph in two different ways. 	Graph an equation that crosses the x-axis 2 or 3 times.	3. Create a Notes page and make a title to a document you might create. Change the color of the text.
 4a. Graph the function f(x) = 3x+2. 4b. Place a point on the graph. 4c. Change the point so its x coordinate is 4.25. 	5. Five pumpkins weigh 1, 1.5, 2, 2.7, and 3 lbs. What is the average weight?	 6a. Convert 3/8 to a decimal. 6b. Convert the decimal back to a fraction.
7. Changing only the parenthesis, make the following evaluate to -17. Verify with your calculator. (3+5)*2-15*(8-4)	8. Evaluate the repeated fraction $\frac{1}{2 + \frac{1}{2 + \frac{1}{2}}}$	9. Calculate 10! Hint: [Math] might be useful
10. Solve the following system in two different ways.2x + 7y = 5x + 3y = 3.	11a. Enter the points (1,4), (3, 8), (5, 11), (6, 13) in Lists & Spreadsheet.11b. Graph data on Data & Statistics page.	12. On a Geometry page, draw Δ <i>ABC</i> . Locate a point that is equidistant from <i>A</i> , <i>B</i> and <i>C</i> .
13. On a Geometry page, create a circle with a radius of 5 units.	14. Evaluate 3 ^{5/2}	15. Graph y = x -2
16. Add a program (TI-Basic or *Python) that prints "Hello World" on the screen. *Only available on TI-Nspire CX II	17. Evaluate 9π	18. Evaluate ³ √75

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TEACHER TIP SHEET

This activity is great for early in the year, and can also be an ice-breaker in a new classroom, where all students may not know each other. The format can be modified and could be 2-3 students working together, or even as a solo assignment, if some students are virtual. Virtual students could also volunteer to teach a skill to the class.



teach a skill to the class.		
 1a. Graph f(x) = x² +150000. 1b. Change the Window to better see the graph in two different ways. Window: [zoom] fit or [window] change constraints or click on values and change 	2. Graph an equation that crosses the x-axis 2 or 3 times.	3. Create a Notes page and make a title to a document you might create. Change the color of the text.
4a. Graph the function f(x) = 3x+2. 4b. Place a point on the graph. Menu > Geometry > Points&Lines 4c. Change the point so its x coordinate is 4.25. Double click on pt x value and change	5. Five pumpkins weigh 1, 1.5, 2, 2.7, and 3 lbs. What is the average weight?	6a. Convert $\frac{3}{8}$ to a decimal. Evaluate with a decimal such as 3.0/8 or ctrl enter 6b. Convert the decimal back to a fraction. Menu > Number > Approx Frac
7. Changing only the parenthesis, make the following evaluate to -17. Verify with your calculator. (3+5)*2-15*(8-4) 3+(5*2-15)*(8-4)	8. Evaluate the repeated fraction $ \frac{1}{2 + \frac{1}{2 + \frac{1}{2}}} $	9. Calculate 10! Menu > Probability > !
 10. Solve the following system in two different ways. 2x + 7y = 5 x + 3y = 3. 	11a. Enter the points (1,4), (3, 8), (5, 11), (6, 13) in Lists & Spreadsheet.11b. Graph data on Data & Statistics page.	12. On a Geometry page, draw Δ <i>ABC</i> . Locate a point that is equidistant from <i>A</i> , <i>B</i> and <i>C</i> .
13. On a Geometry page, create a circle with a radius of 5 units.	14. Evaluate 3 ^{5/2}	15. Graph y = x -2 button right side of 9
16. Add a program (TI-Basic or *Python) that prints "Hello World" on the screen. *Only available on TI-Nspire CX II	17. Evaluate 9π π left of h key	18. Evaluate ³ √75