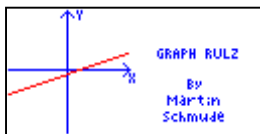


# GUESS THE RULE\*

**Category:** Cartesian Plane, Straight Lines  
**Year Level:** Any  
**ADD:** gessrulz.cat ([CasioEd Website](#))  
**Author:** Martin Schmude

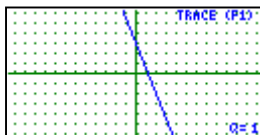


## Description:



The user is presented with a randomly drawn straight line. They are then asked to enter in the values for the gradient and y-intercept. If either of these values is incorrect, they are asked to try again until they are both accurate.

## Instructions:

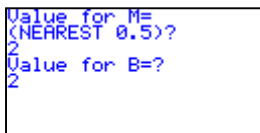


There is only one difficulty level in this ADD.

The calculator draws a **blue** line, with the values of the gradient and y-intercept having been randomly generated. The user has to guess/calculate the gradient and y-intercept.

$$-5 \leq \text{Gradient } (m) \leq 5$$

$$-6 \leq \text{y-intercept } (b) \leq 6$$



Initially, perhaps a 'gut feeling' might be the best method. Afterwards, they can start to derive the values using the TRACE (F1) function.

When the user has the two values in their mind, they can press **EXE**. The calculator then prompts for the two values. The gradient's value is to the nearest 0.5 and the y-intercept is an integer value.



Using the values the user just entered, an **orange** line is drawn. If the values are not correct, the user has to enter in different values.

Students learn how variables  $m$  and  $b$  change the line.