Principles for Building and Using Effective Digital Tasks

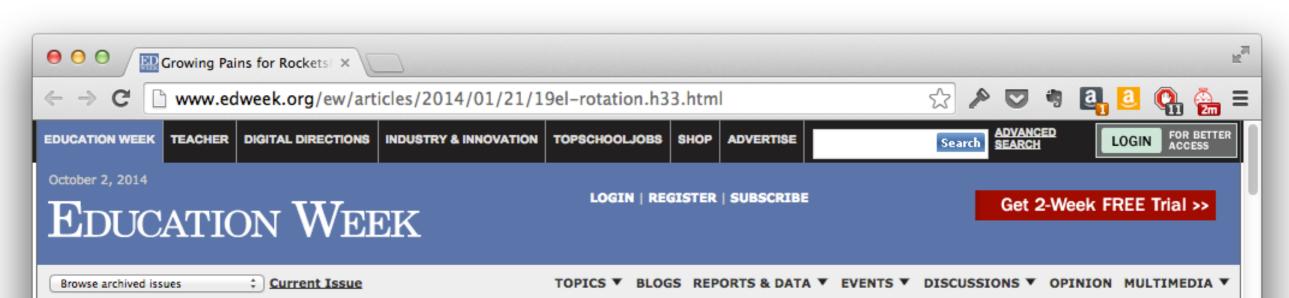
Michael Fenton











Published Online: January 21, 2014

Published in Print: January 29, 2014, as New Model Underscores Rocketship's Growing Pains

SIZING UP BLENDED LEARNING



Complete Coverage ▶

Growing Pains for Rocketship's Blended-Learning Juggernaut



On the far side of the room, teacher Jason Colon works with a group of Mateo Sheedy's most-advanced 4th graders on a lesson about graphing coordinates. Students in flexible classrooms are re-grouping based on ability every six weeks or so.

-Ramin Rahimian for Education Week

By Benjamin Herold

San Jose, Calif.

One classroom, 109 children.

ARTICLE TOOLS

Printer-Friendly

☐ Email Article

REGISTER FREE EDUCATION WEEK

t f in 8+ ⋒

Get more stories and free e-newsletters!

Email

Password

Select your primary connection to education

✓ Send me Edweek Update e-newsletter (Daily)

REGISTER NOW

By clicking "Register" you are agreeing to the **Terms of Service** and **Privacy Policy**.

EDUCATION WEEK EVENTS

Fostering Teaching Success CHAT OCT. 6, 4:00 P.M. EASTERN SIGN UP FOR E-MAIL REMINDER.

High-Quality Early Childhood Education: Policy and Practice

WEBINAR OCT. 6, 2:00 P.M. EASTERN REGISTER NOW.

Sponsored by: Amplify Assessment

Positioning Counselors to Be Game Changers in College Access

WEBINAR OCT. 7, 2:00 | Source: edweek.org

"One classroom, 109 children."





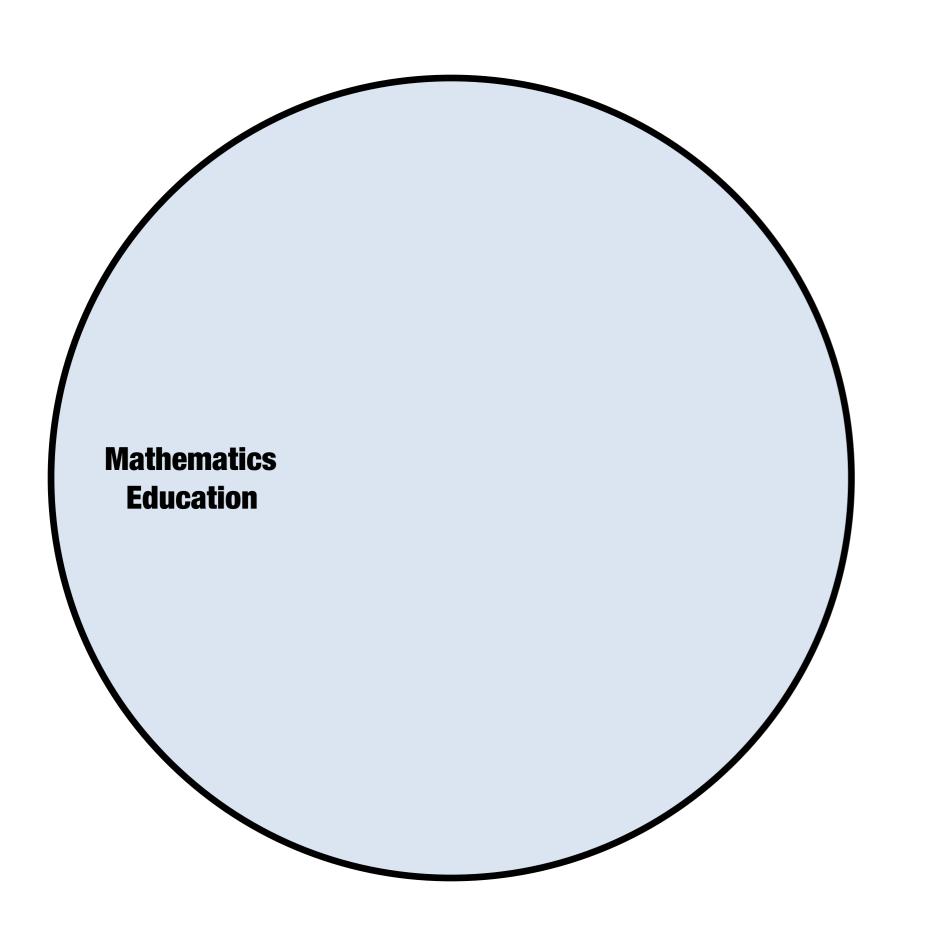


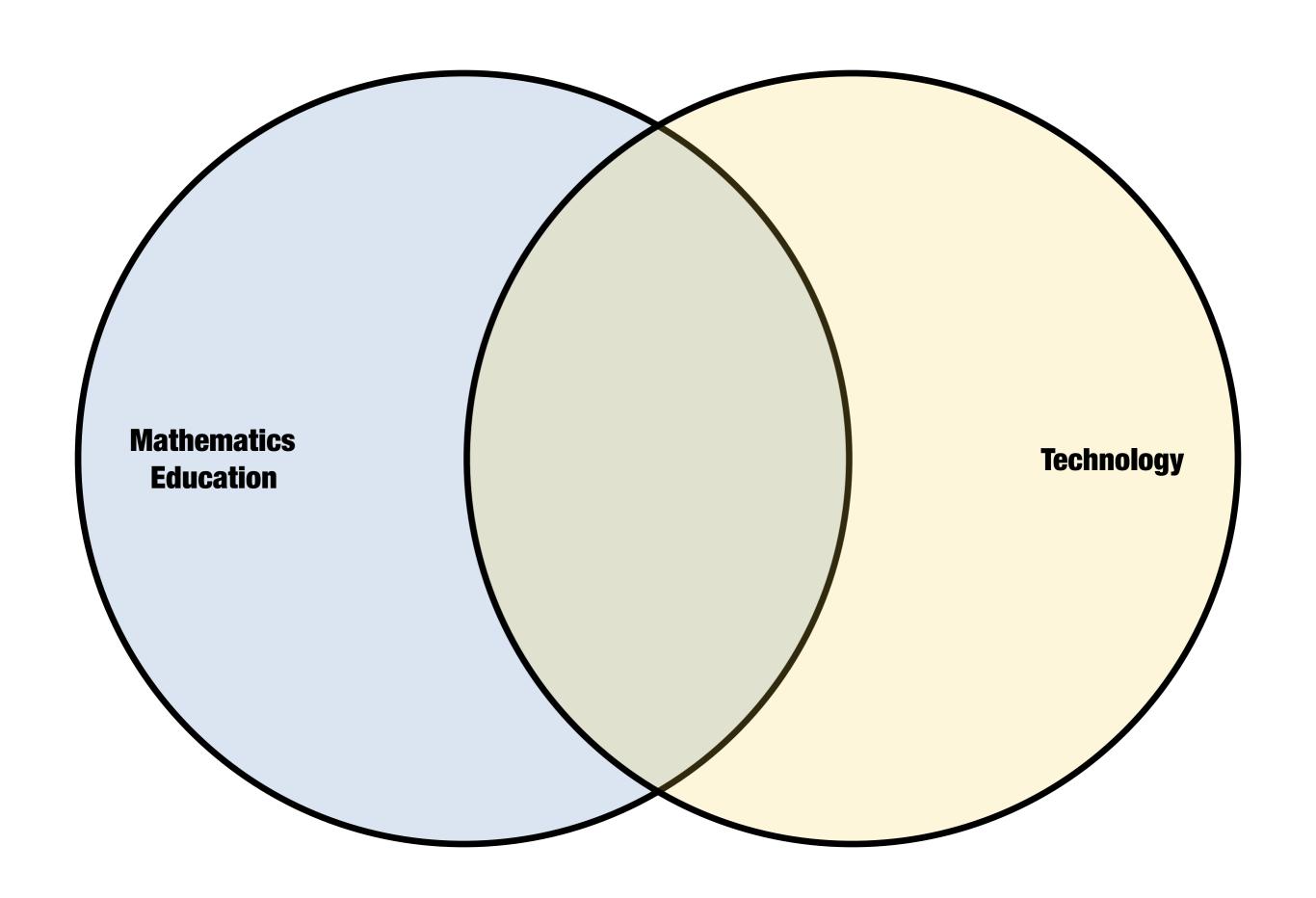
Let's build something better.

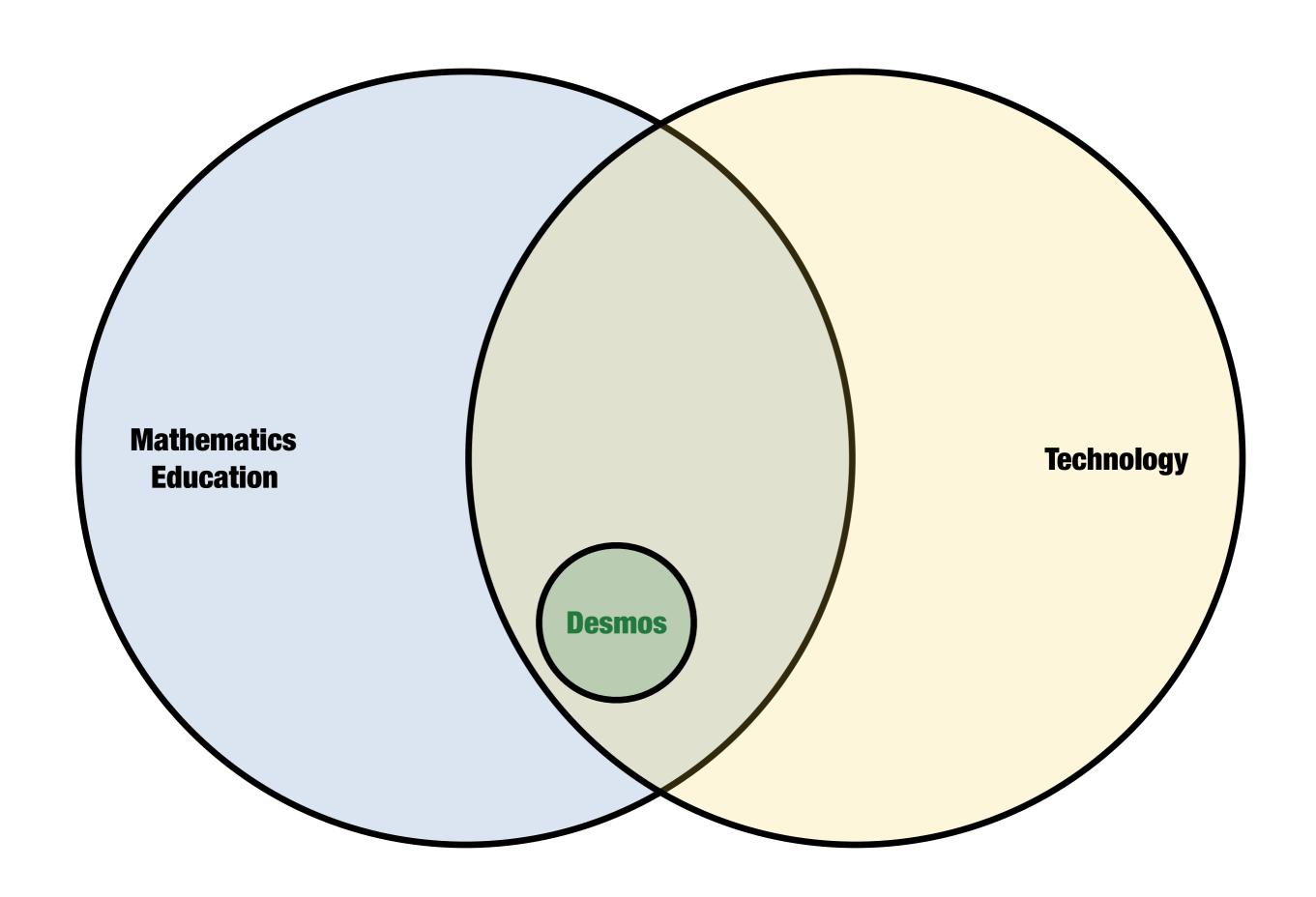
Principles for

Building

Facilitating







Principles for

Building

Facilitating



Create objects that promote mathematical conversations between teachers and students.



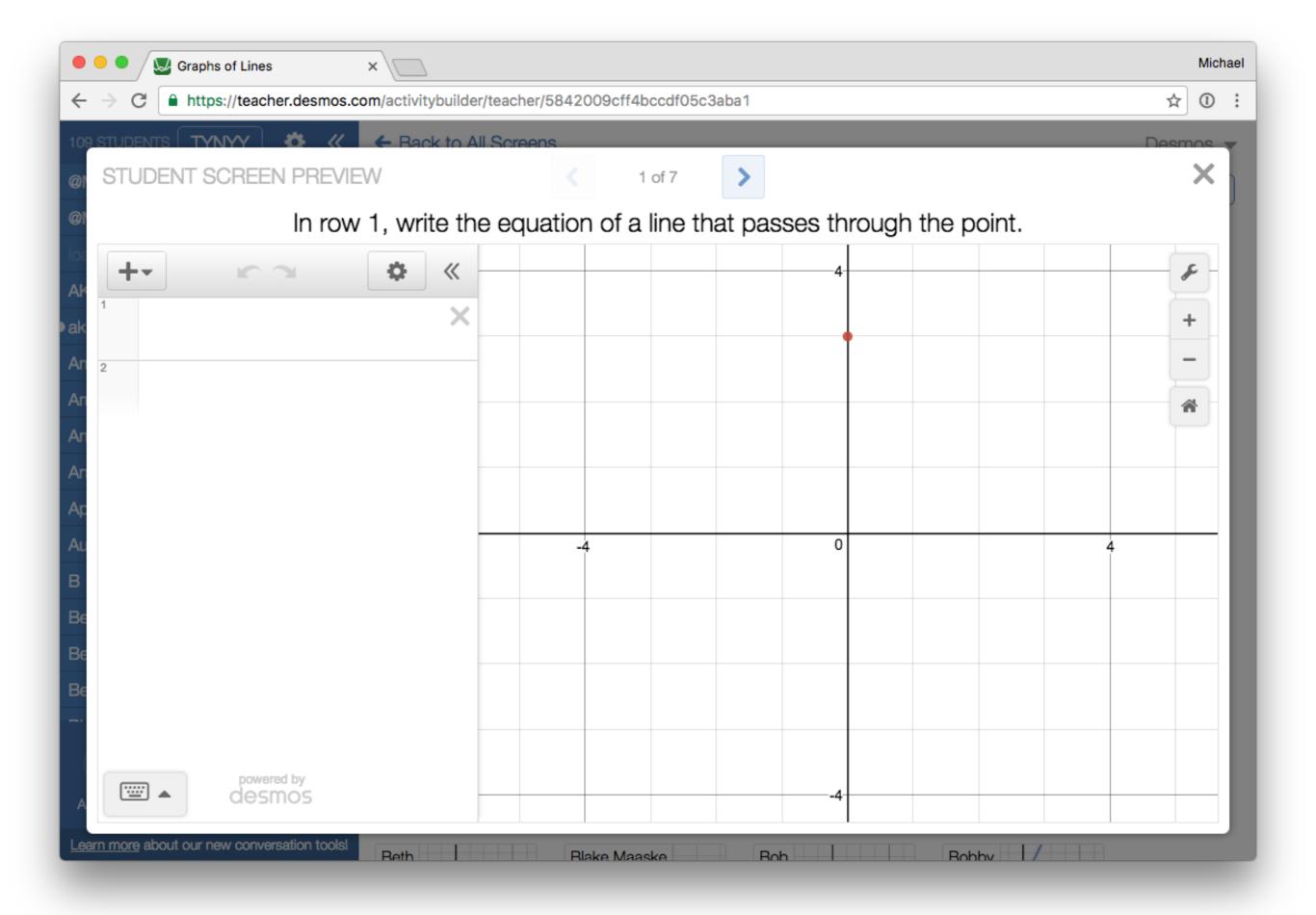
Let's Play

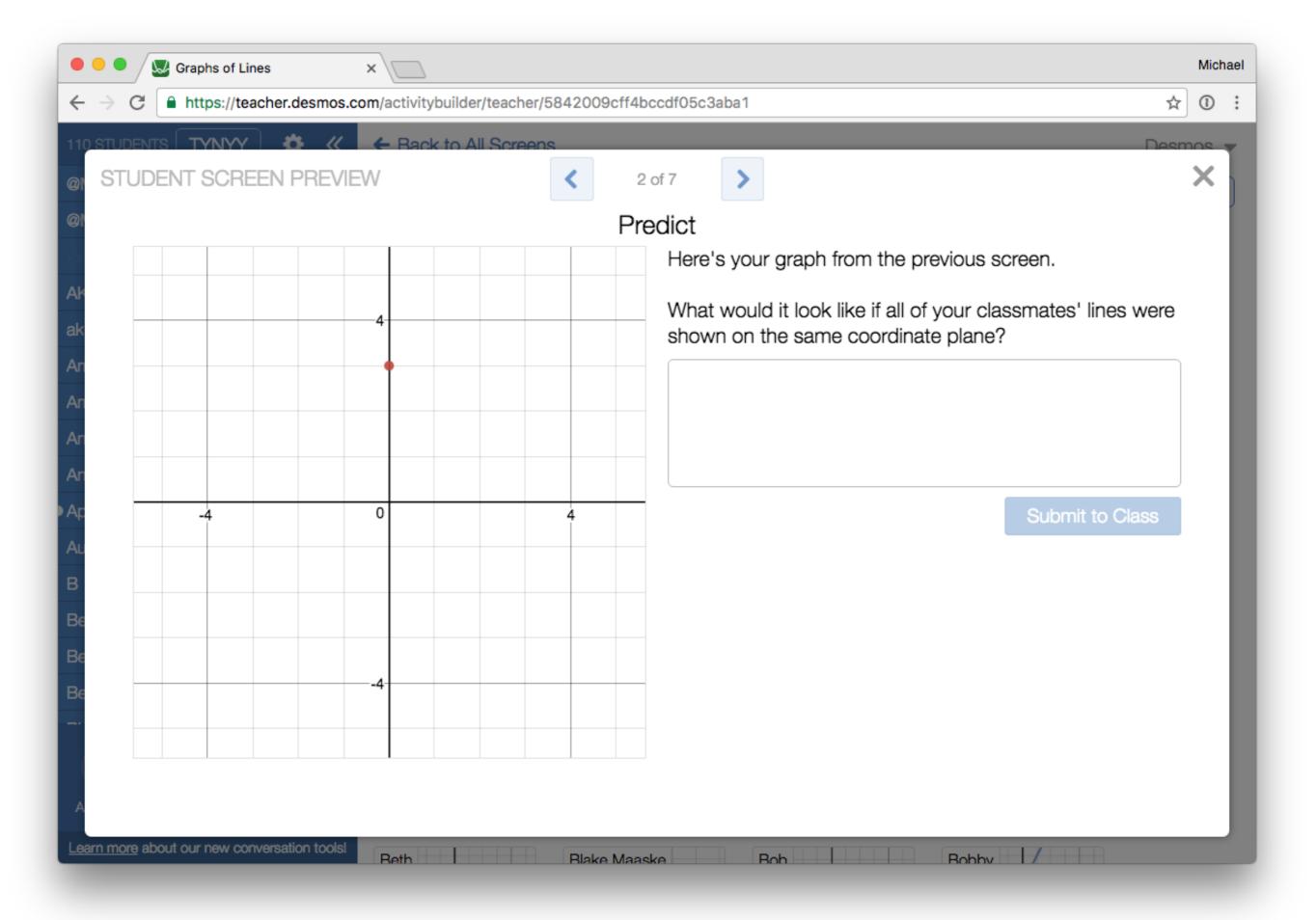
Go to student.desmos.com and type in:

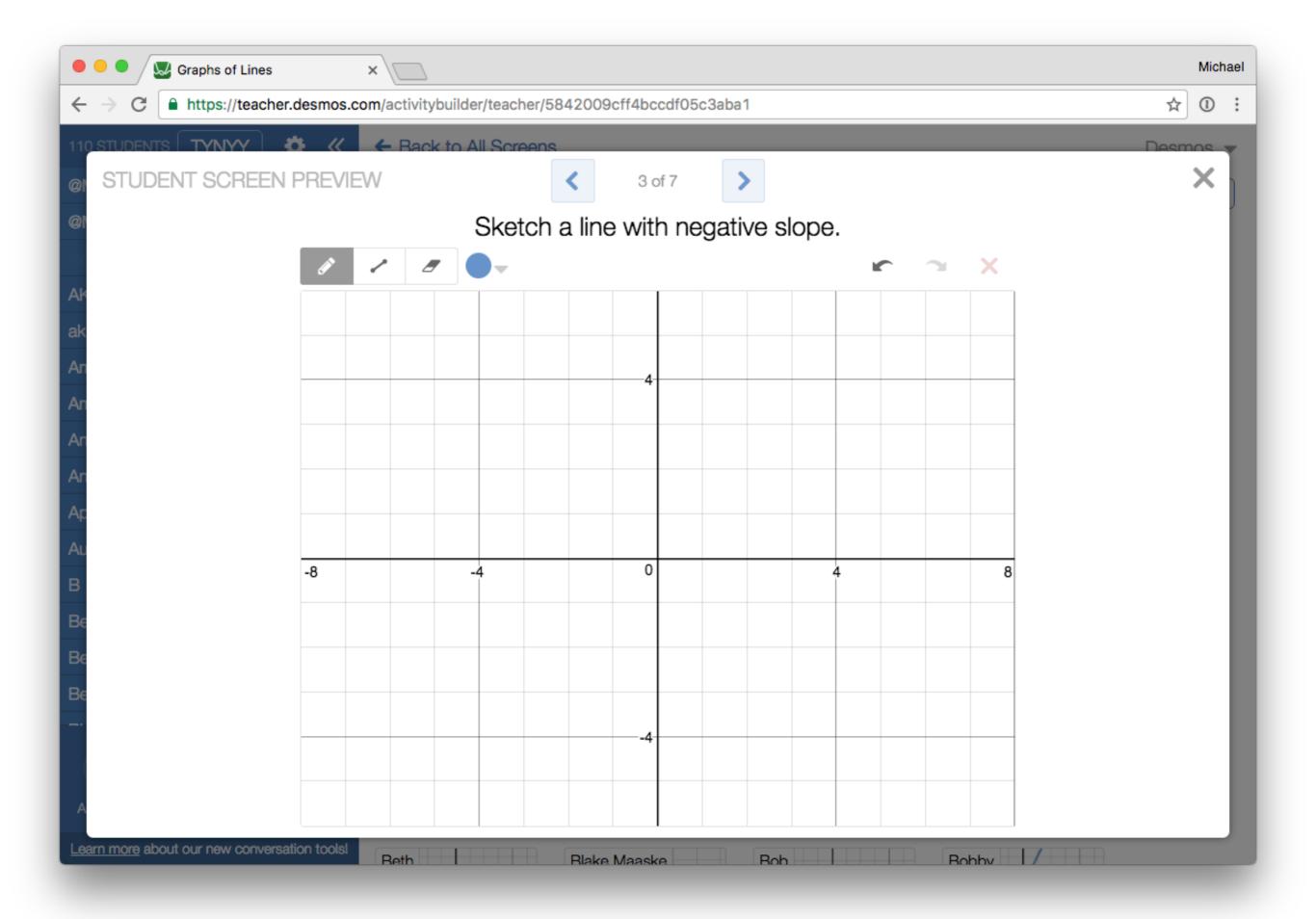
RZQPA

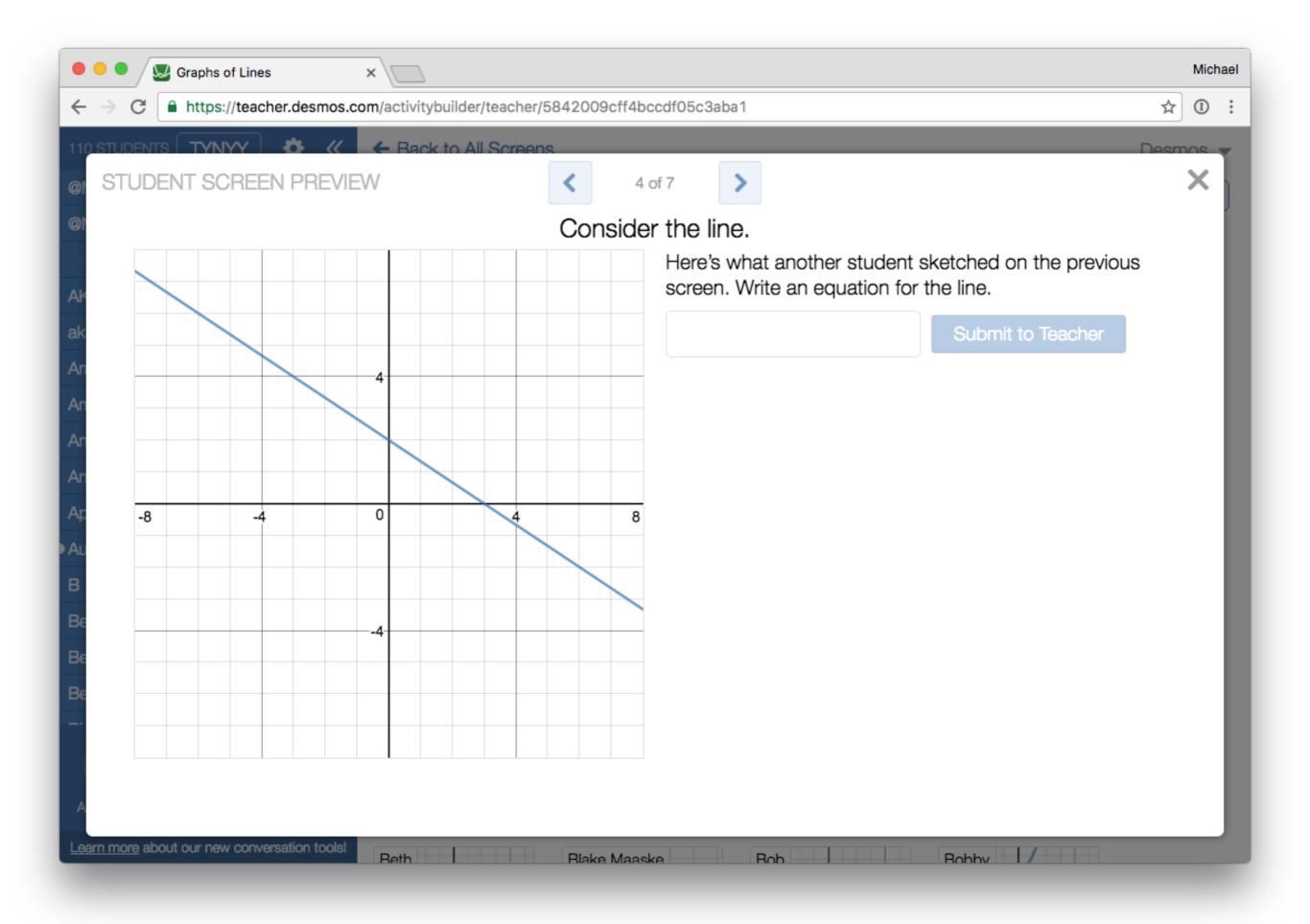
You can also share this link with your students:

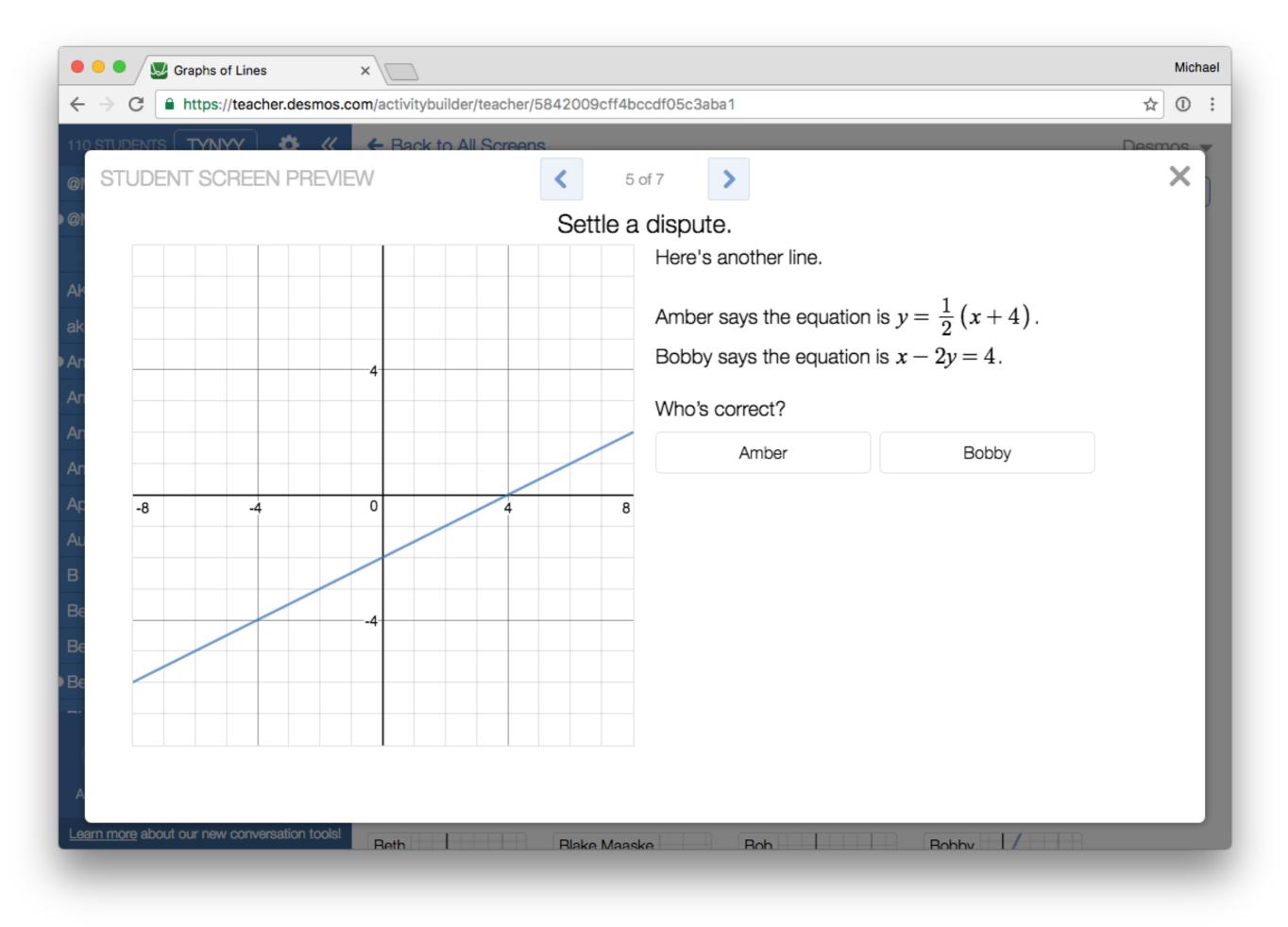
https://student.desmos.com/?prepopulateCoa

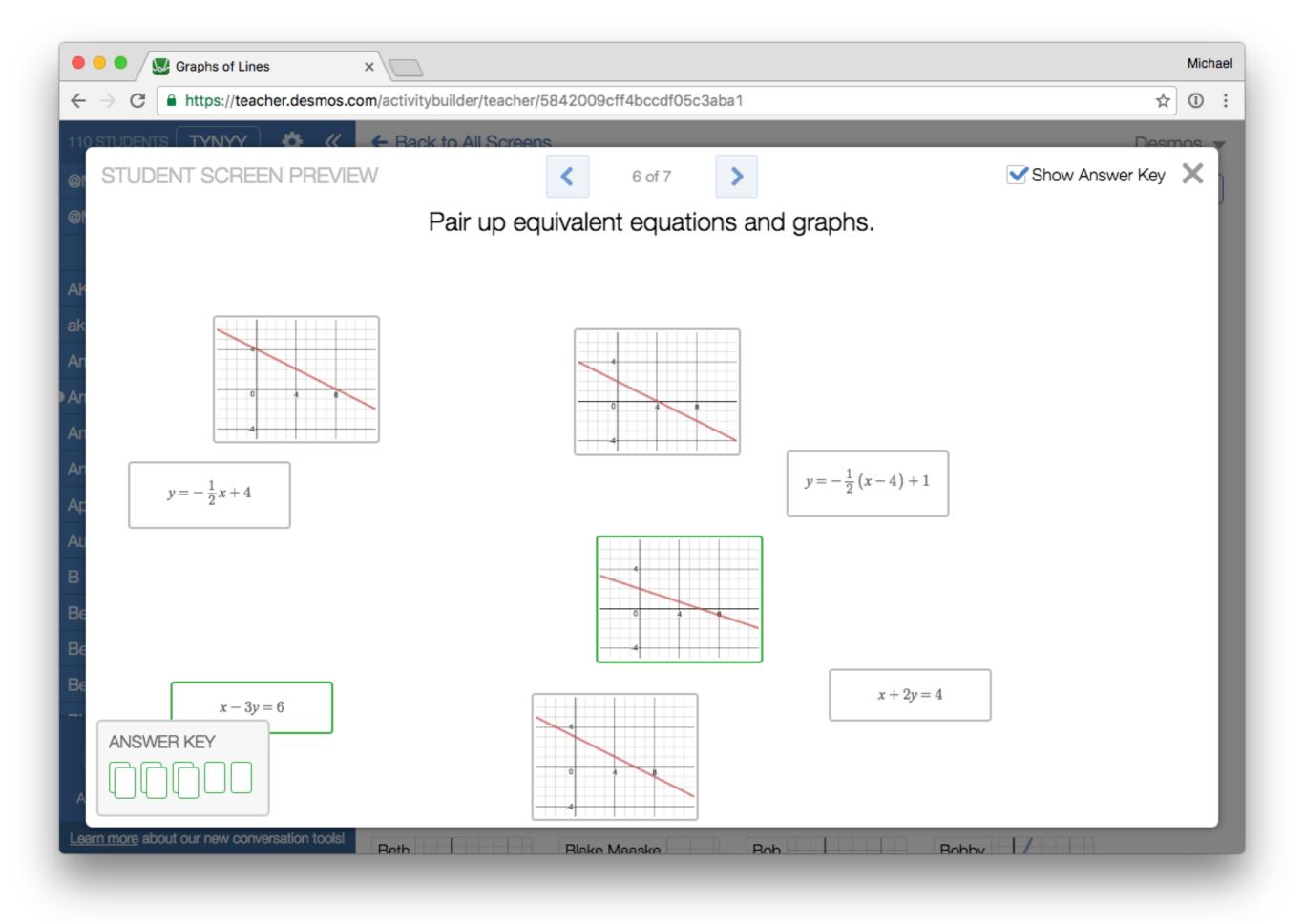


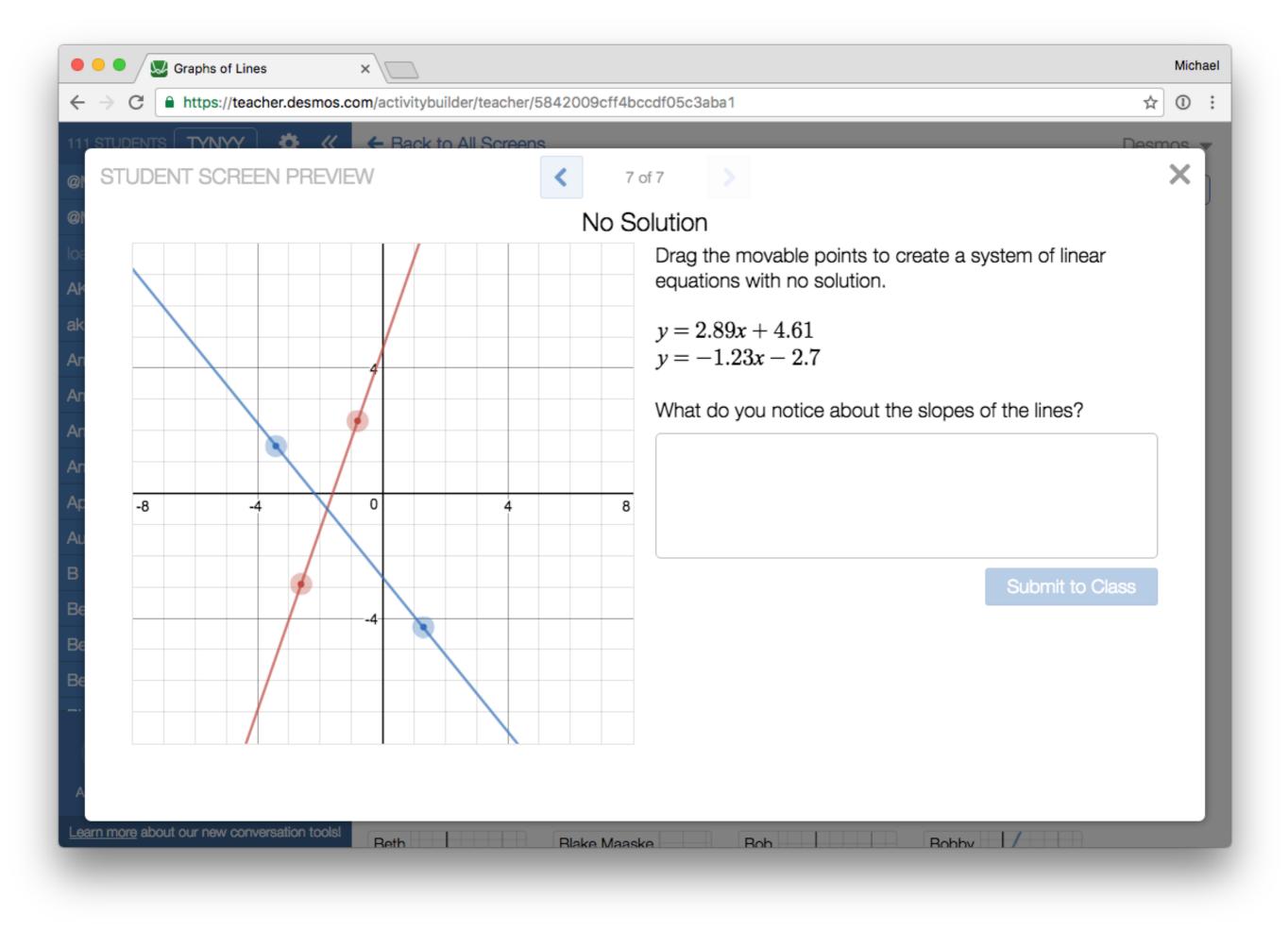


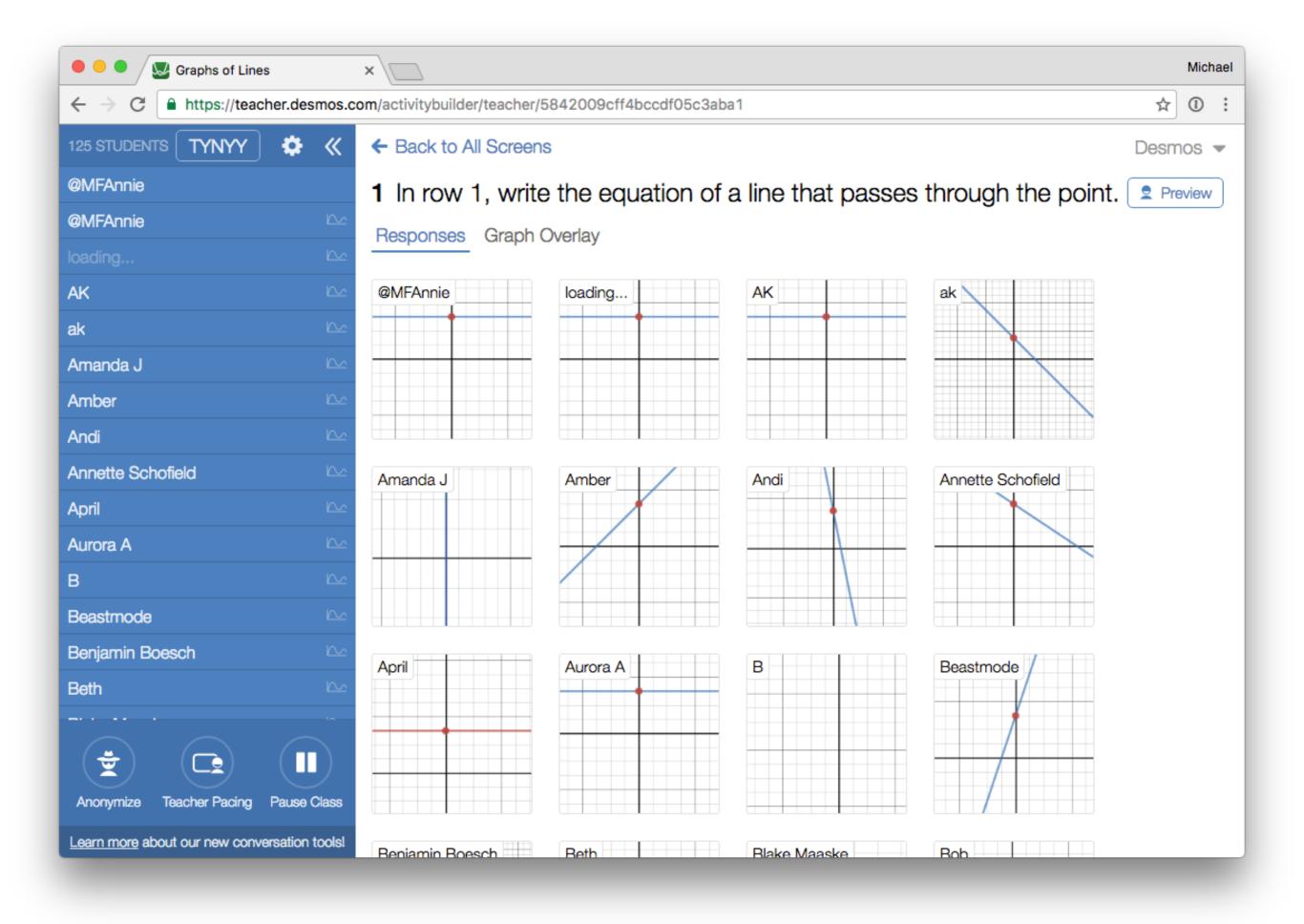


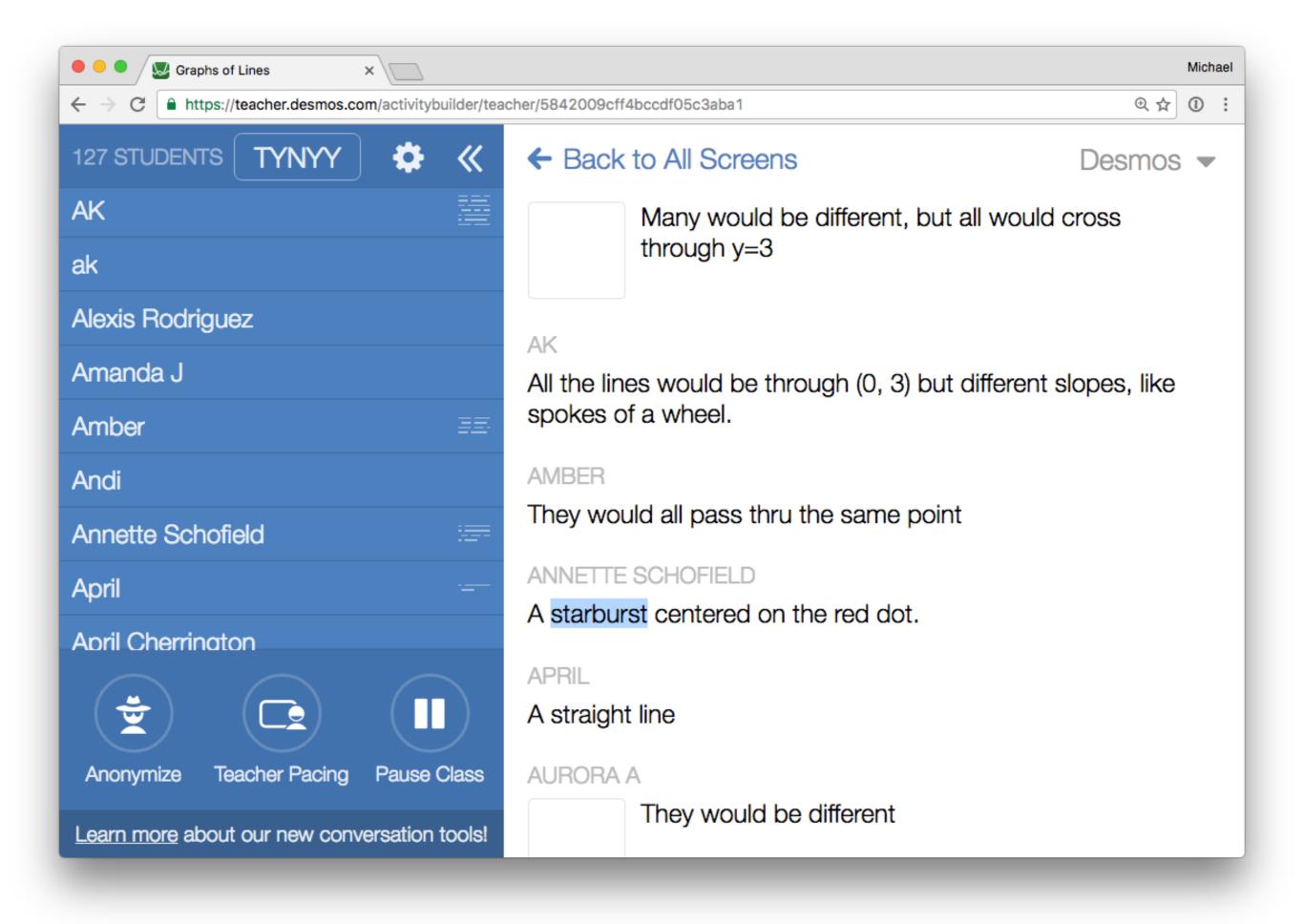


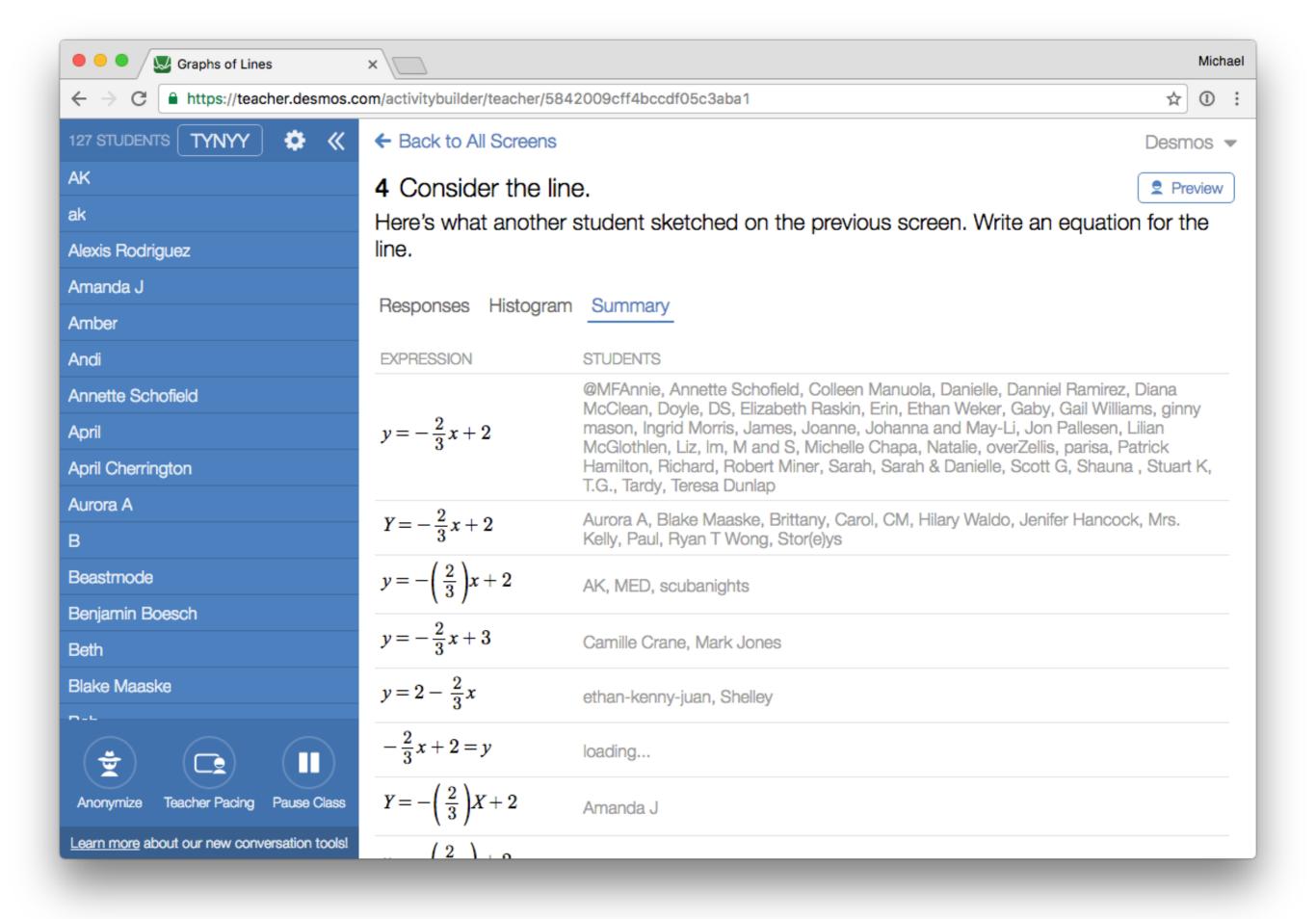


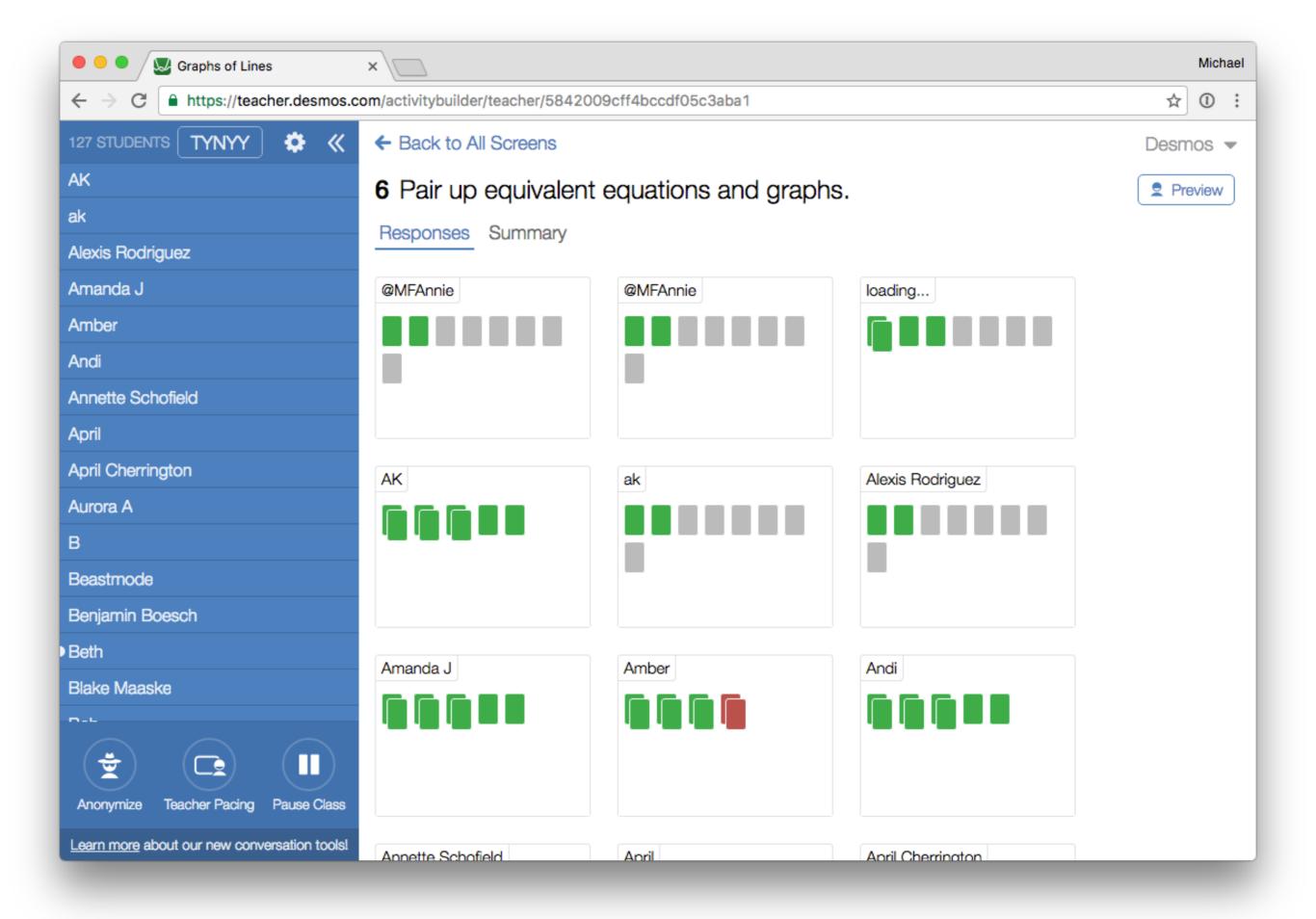


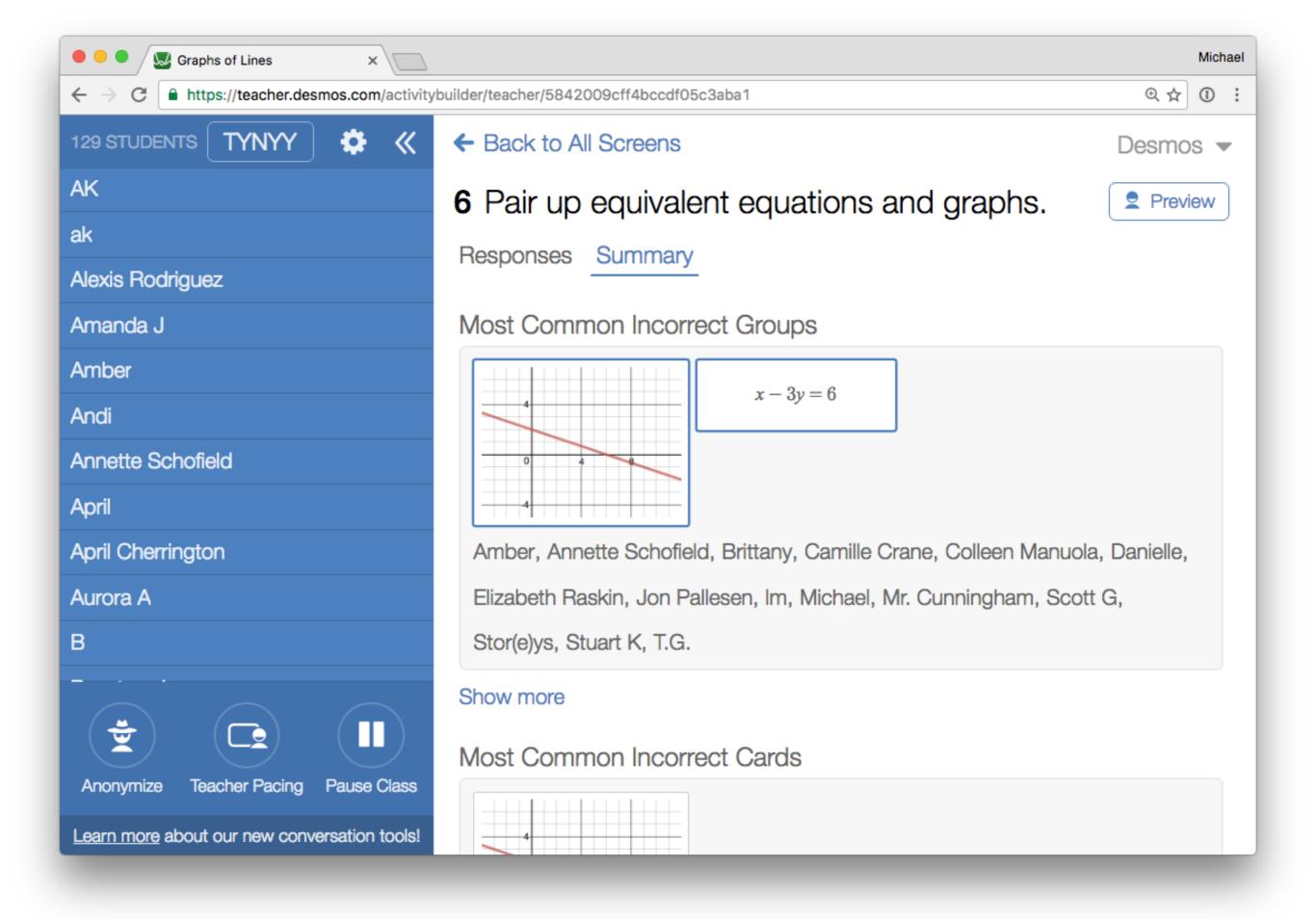


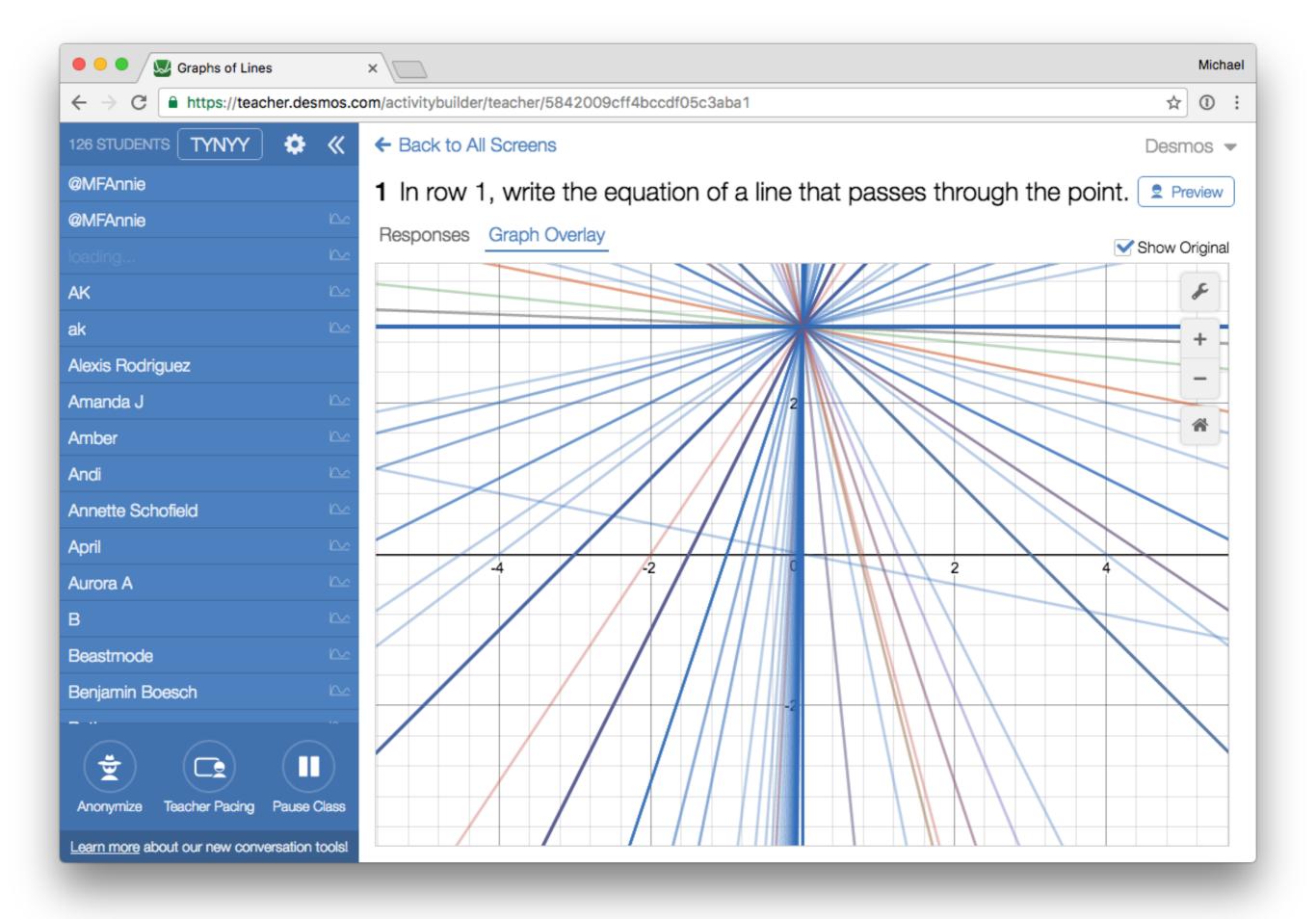




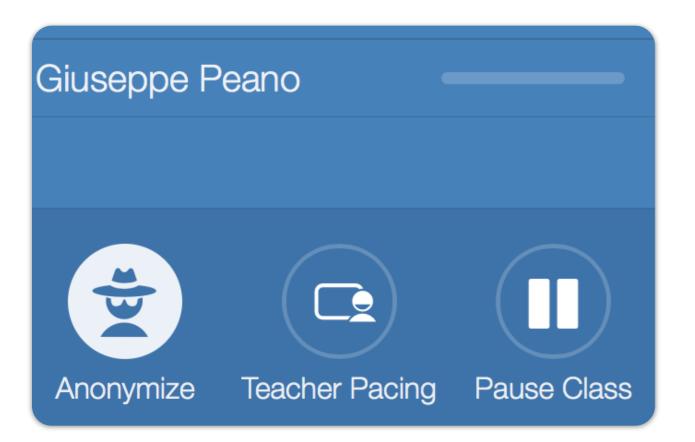


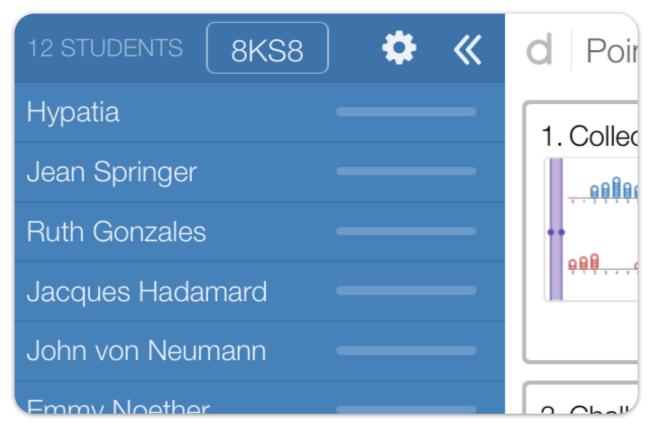




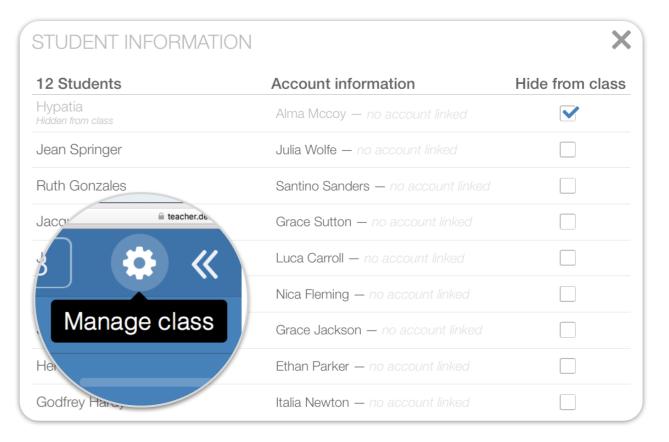


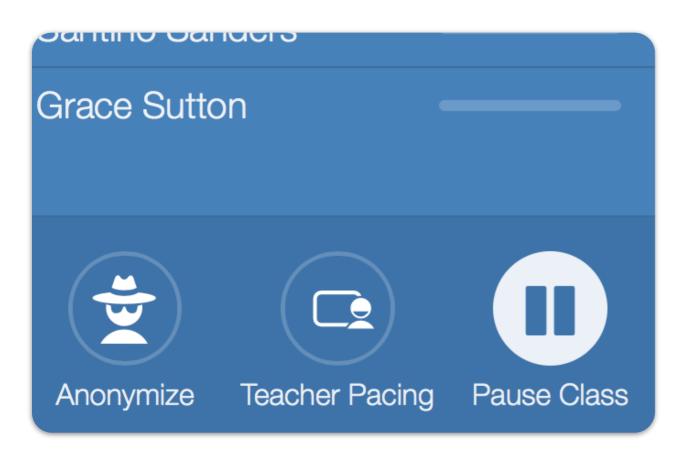
Classroom Conversation Tools

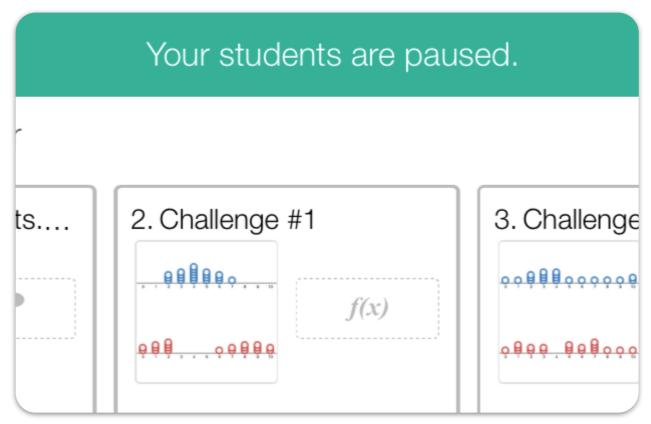


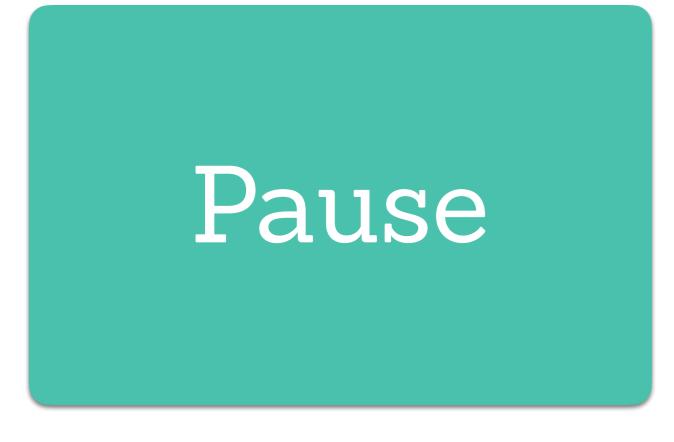


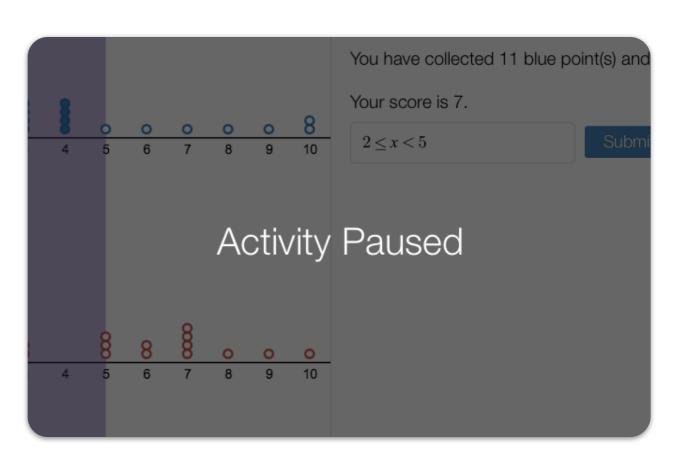


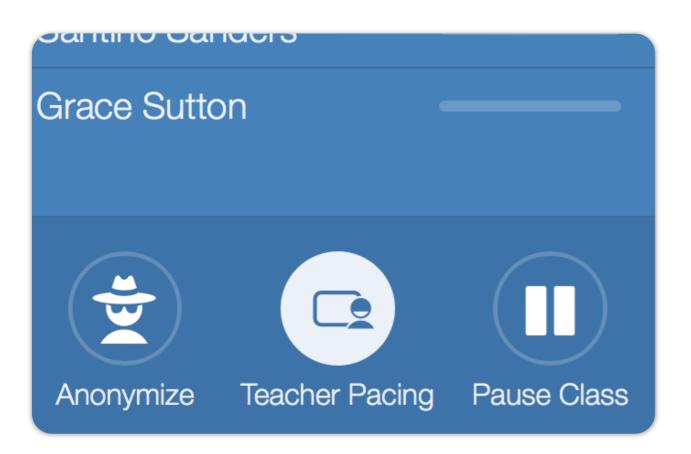


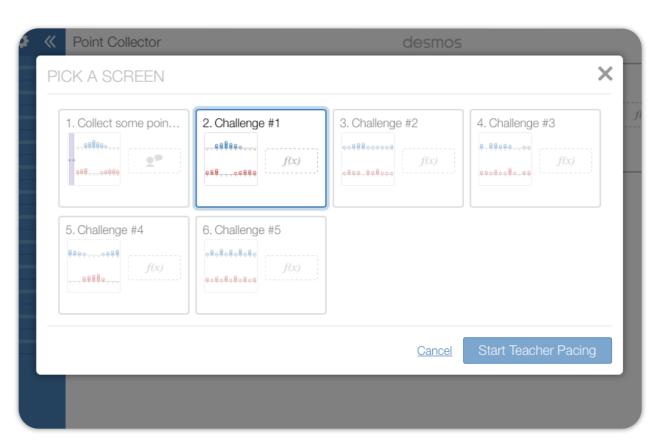




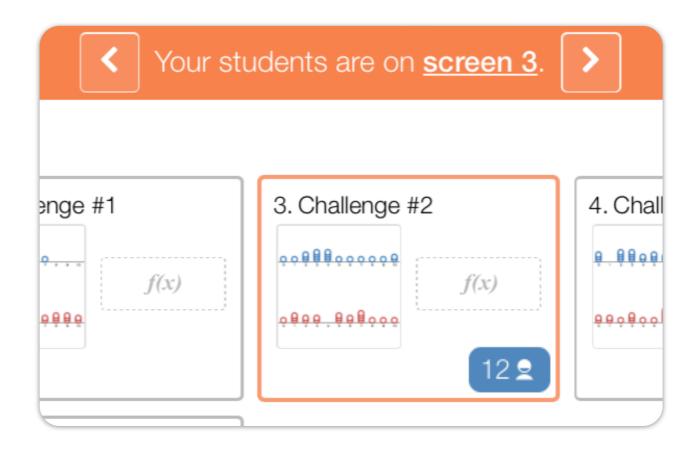






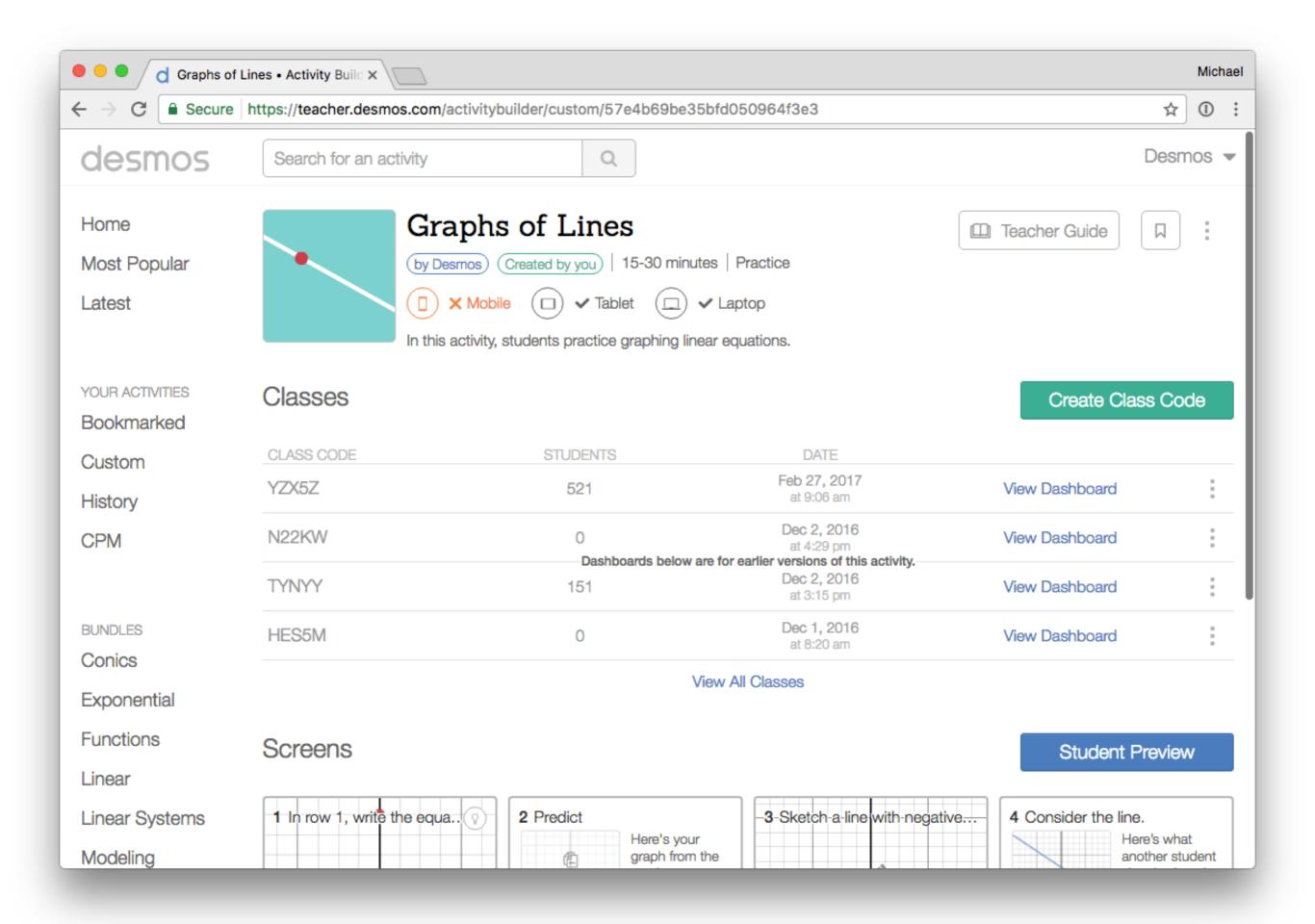


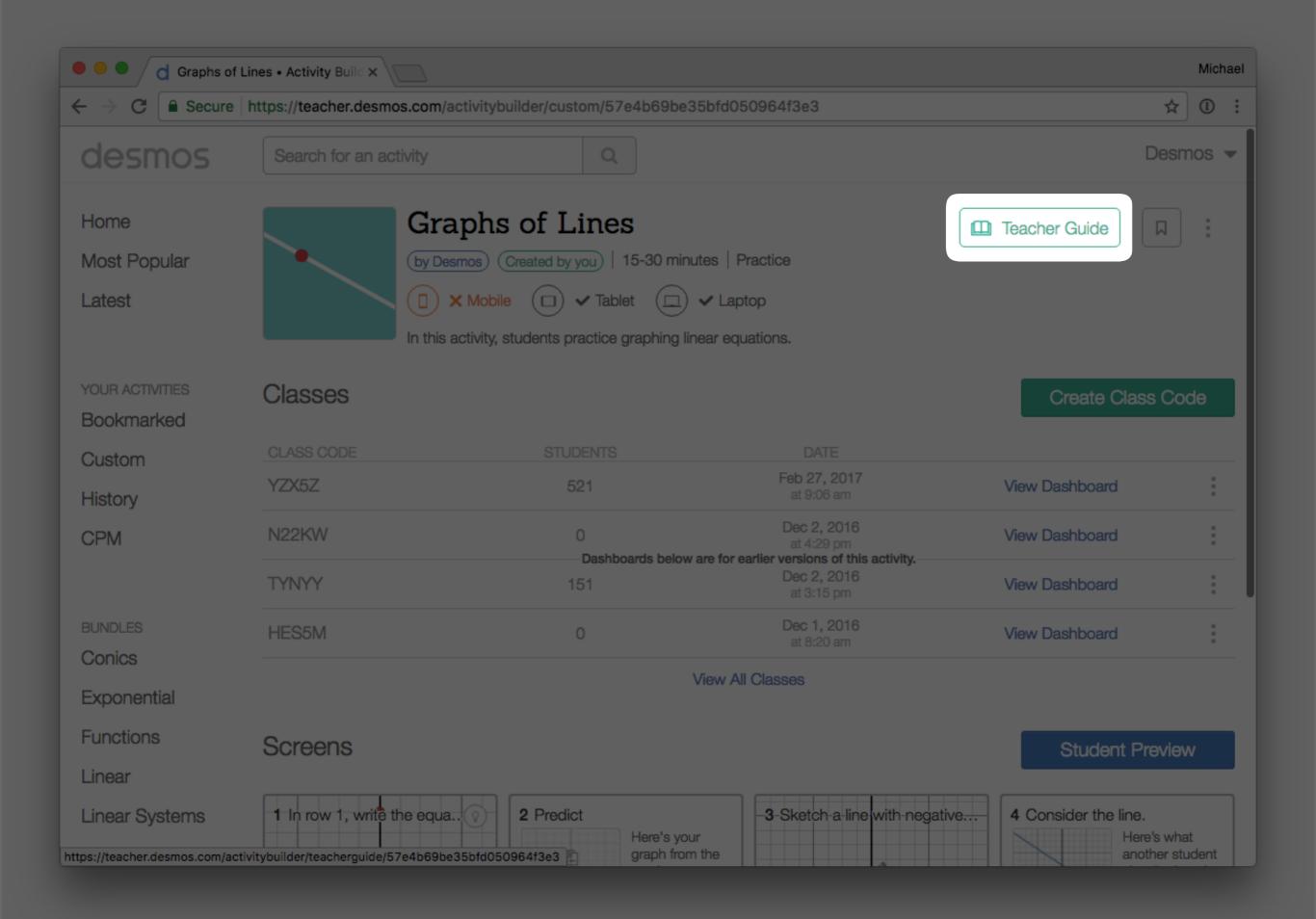
Teacher Pacing

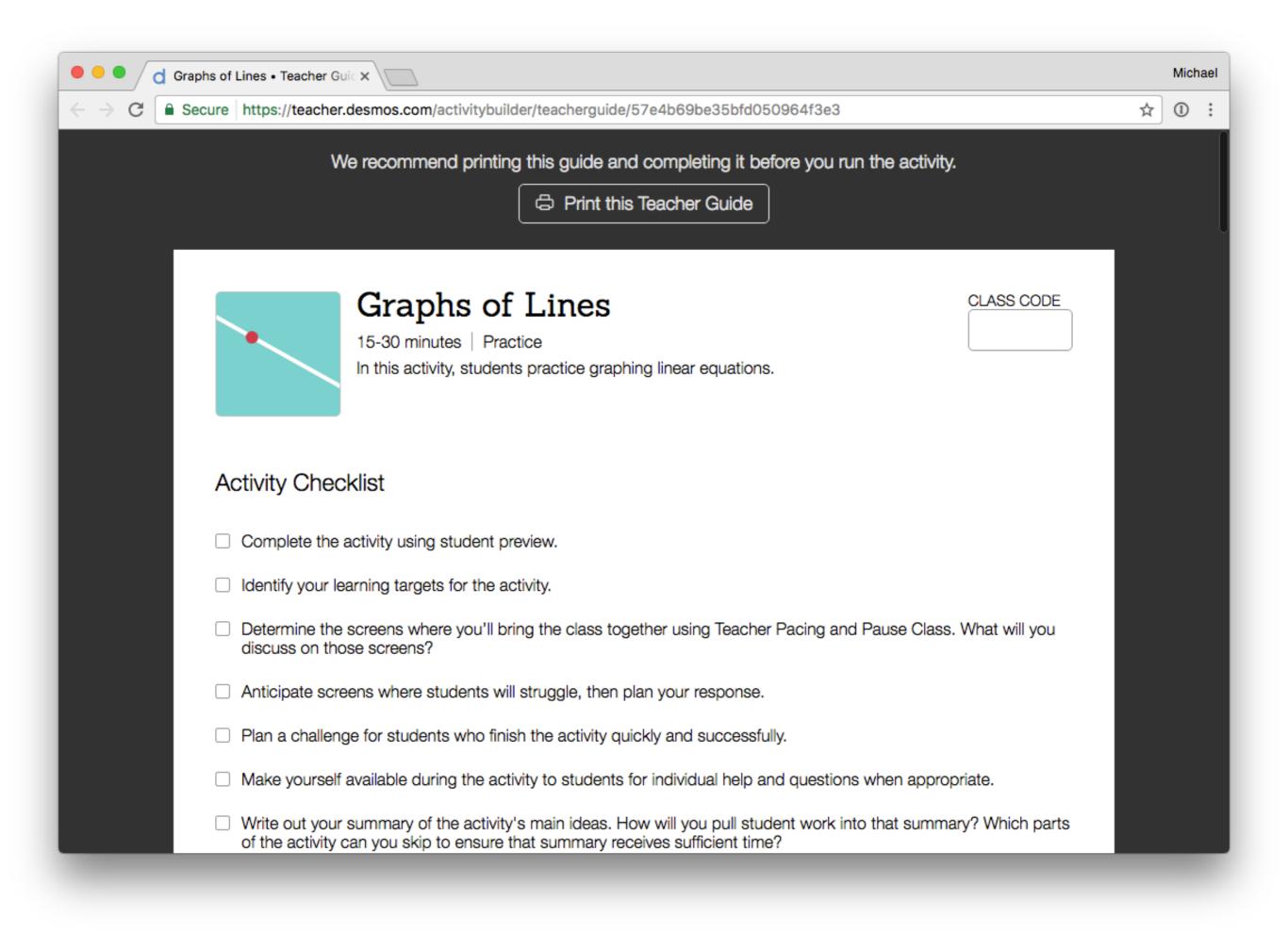


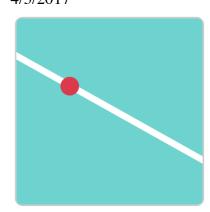
desmos

Something New...









Graphs of Lines

15-30 minutes | Practice

In this activity, students practice graphing linear equations.

CLASS CODE	

Activity Checklist

Complete the activity using student preview.
Identify your learning targets for the activity.
Determine the screens where you'll bring the class together using Teacher Pacing and Pause Class. What will you discuss on those screens?
Anticipate screens where students will struggle, then plan your response.
Plan a challenge for students who finish the activity quickly and successfully.
Make yourself available during the activity to students for individual help and questions when appropriate.

Write out your summary of the activity's main ideas. How will you pull student work into that summary?

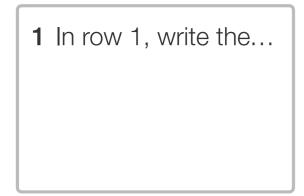
Which parts of the activity can you skip to ensure that summary receives sufficient time?

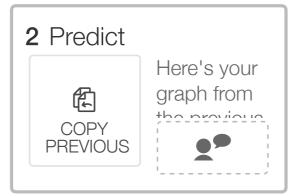
Activity Screens: Teacher Pacing and Pause Class

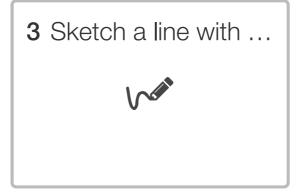
Use this page to plan your use of Teacher Pacing and Pause Class. Teacher Pacing lets you restrict students to a single screen or a range of screens. Pause Class keeps students from interacting with whatever screens they are currently viewing. Use these two tools to create conversations in your classroom.

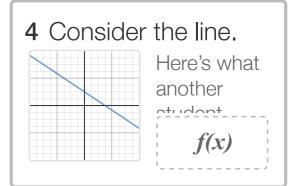
Consider these questions as you plan:

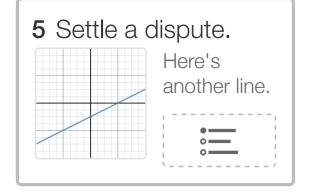
- Which screen(s) should everyone work on at the same time? Why?
- Which screen(s) do you want to keep students from seeing until you're ready for the class to see them together? (Perhaps because they reveal answers or require a whole class conversation for introduction.)
- Are there any points in the lesson where you will want to make sure students aren't playing with the screens while you discuss something as a class?



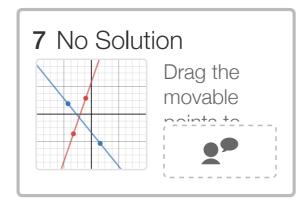












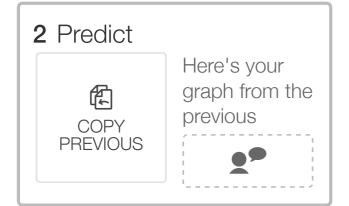
1 In row 1, write the eq...

Teacher Tip:

Using Screen 1 in combination with Screen 2:

Pause. Show overlay. Ask students to change their answers to show the starburst.

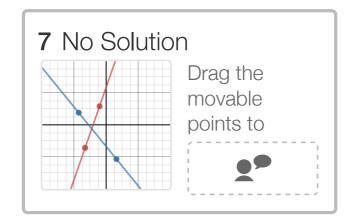
My Notes:



Here's your graph from the previous screen.

What would it look like if all of your classmates' lines were shown on the same coordinate plane?

My Notes:



Drag the movable points to create a system of linear equations with no solution.

What do you notice about the slopes of the lines?

My Notes:

Summary Notes:

Principles for

Building

Facilitating

Principles for Building Effective Digital Tasks

- 1. Connect representations.
- 2. Create an intellectual need for new mathematical skills.
- 3. Integrate strategy and practice.
- 4. Create activities that are easy to start, difficult to finish.

Read the rest here: bit.ly/desmos-building-code





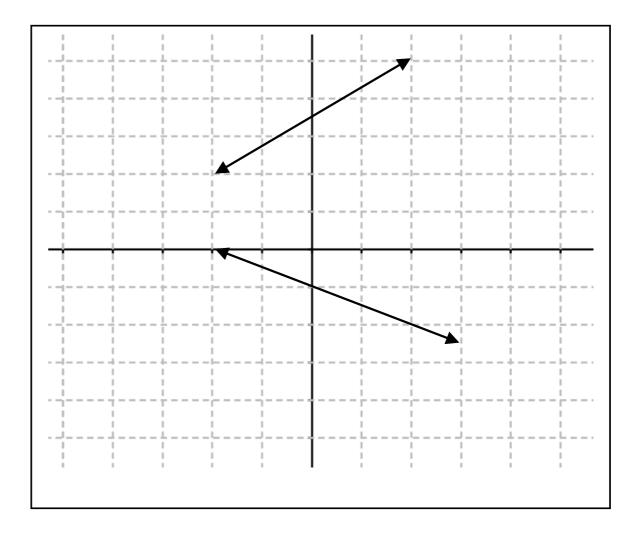
Algebra 1 – Module 5: Systems of Equations S - 2.1: Introduction to Systems of Equations

Name _____ Per Date

1a) Determine the equations of the lines graphed in the coordinate plane to the right.

The points (-2, 2) and (2, 5) lie on the line above.

The points (-2, 0), (0, -1), and (2, -2) lie on the line below.



1b) Where will the two lines cross?

2) What are the slopes of the following lines? Show how you arrived at your answer.

a)
$$2x + y = 9$$

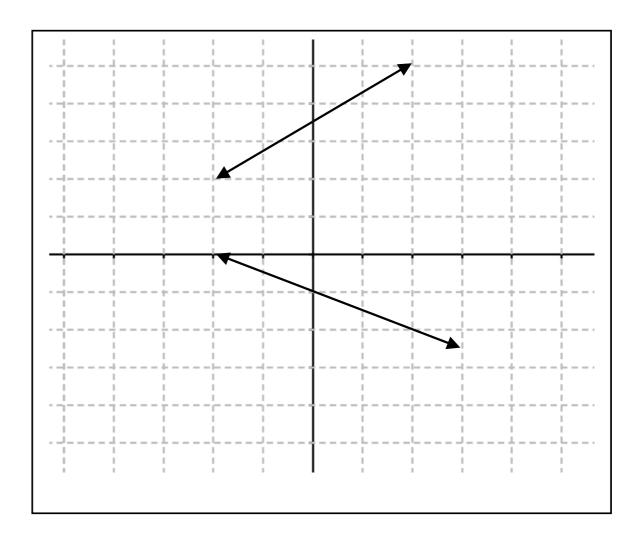
b)
$$-4x - 7y = 8$$

c)
$$x - 3y = -24$$

1a) Determine the equations of the lines graphed in the coordinate plane to the right.

The points (-2, 2) and (2, 5) lie on the line above.

The points (-2, 0), (0, -1), and (2, -2) lie on the line below.



1b) Where will the two lines cross?

2) What are the slopes of the following lines? Show how you arrived at your answer.

a)
$$2x + y = 9$$

b)
$$-4x - 7y = 8$$

c)
$$x - 3y = -24$$

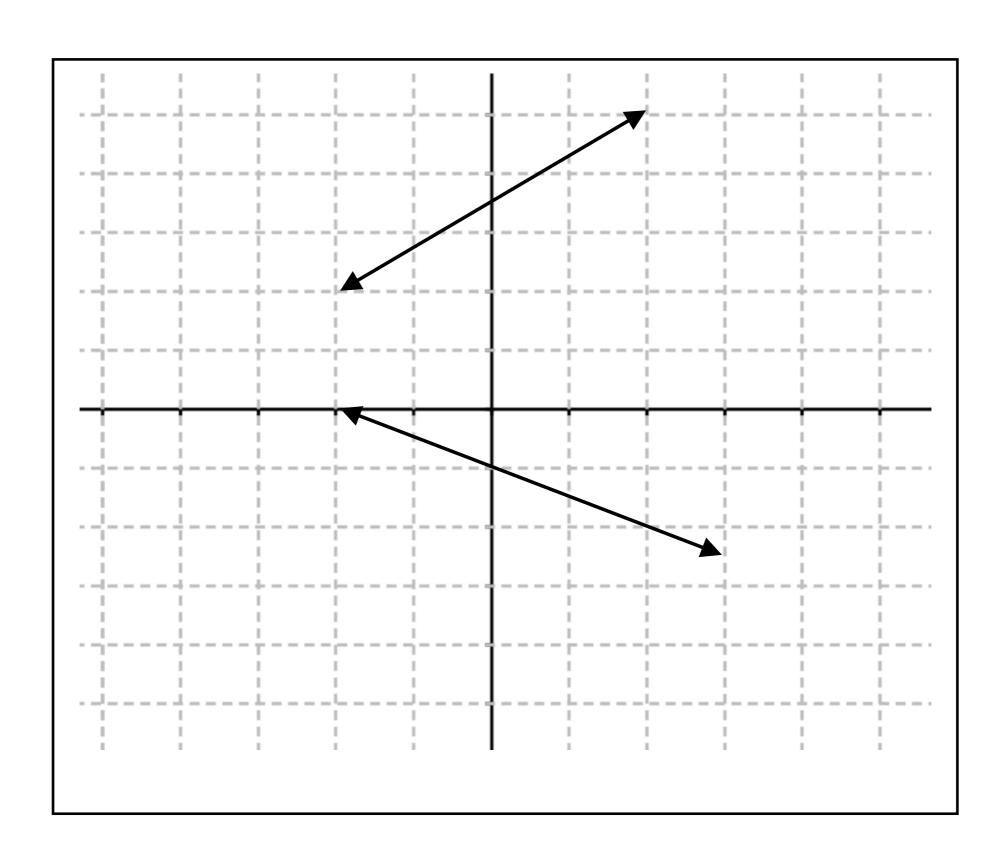
ons

Per Date

es graphed

on the

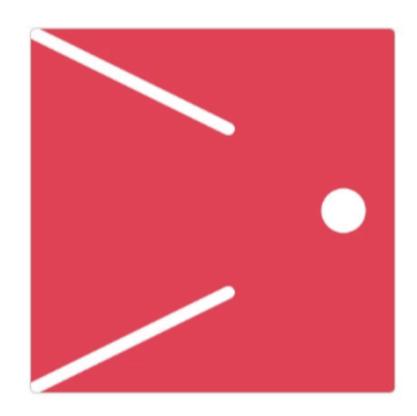
2, -2) lie



g lines? Show how you arrived at your answer.



desmos

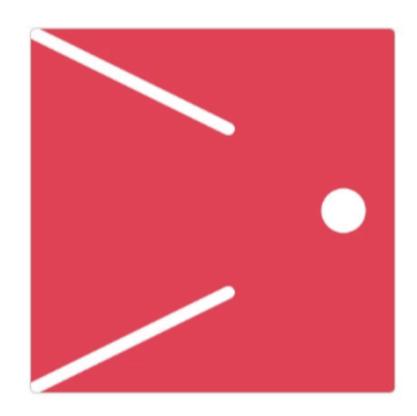


Welcome to The Intersection

Enter your name(s) to begin:	
	Go!
← Back to sign in options	

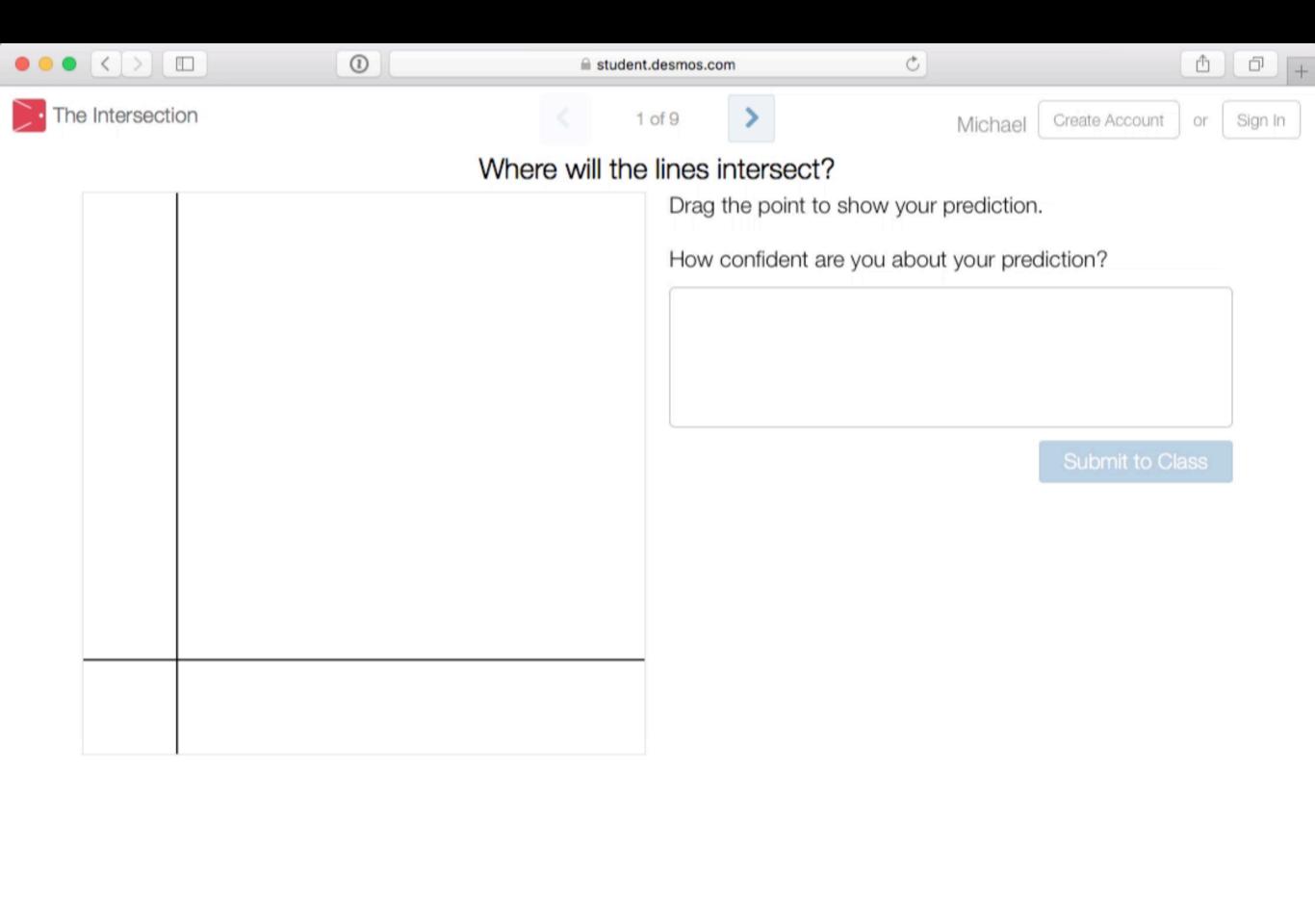


desmos



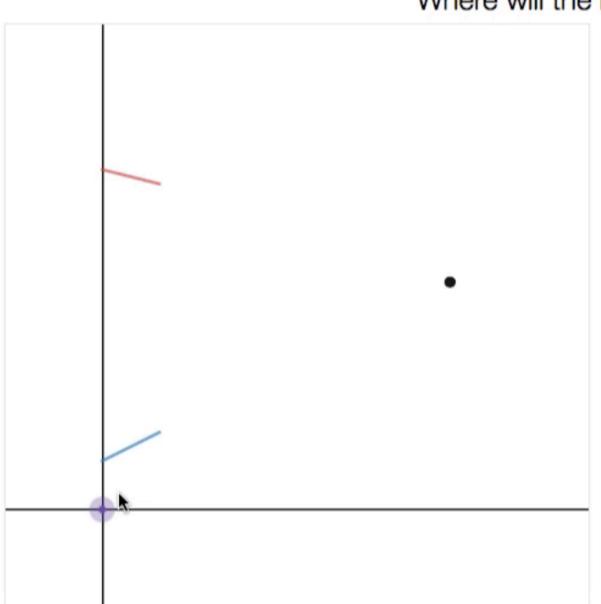
Welcome to The Intersection

Enter your name(s) to begin:	
	Go!
← Back to sign in options	





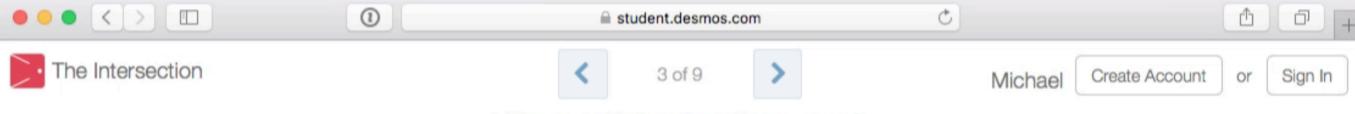
Where will the lines intersect?



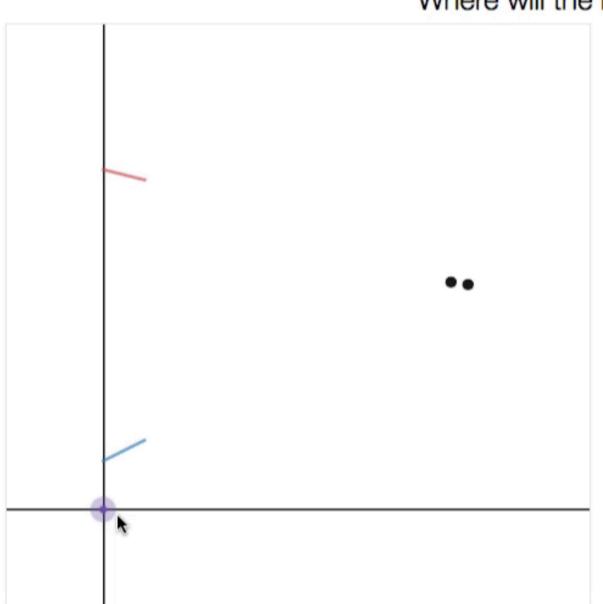
Bummer. Looks like you missed the mark.

Give it another try by dragging the PURPLE point to show where you think the lines will meet.

(Note: The black point shows your previous attempt.)



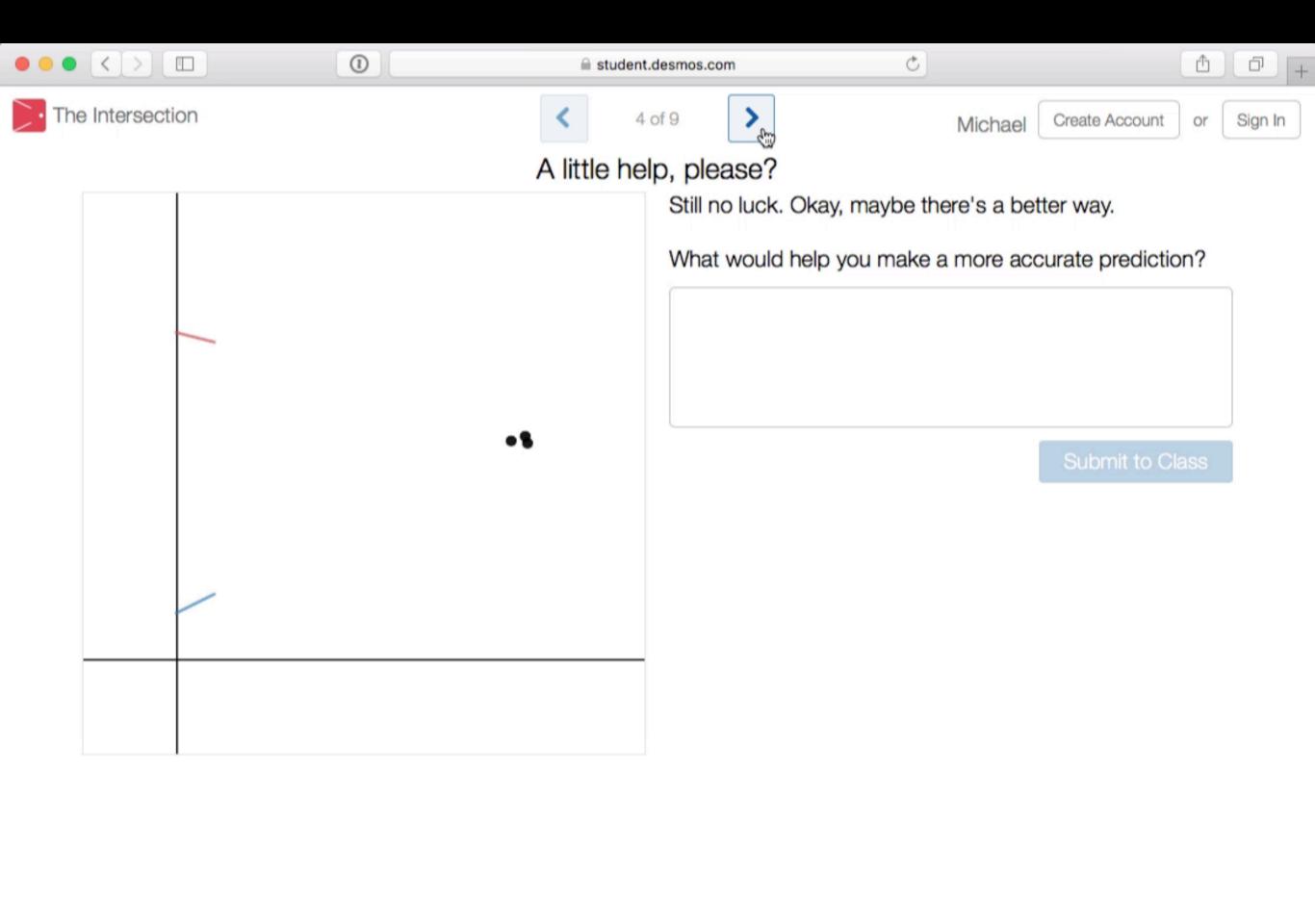
Where will the lines intersect?



Hm ... still off. Third time's the charm, right?

Give it one more try by dragging the purple point to show where you think the lines will meet.

(Note: The black points shows your previous attempts.)

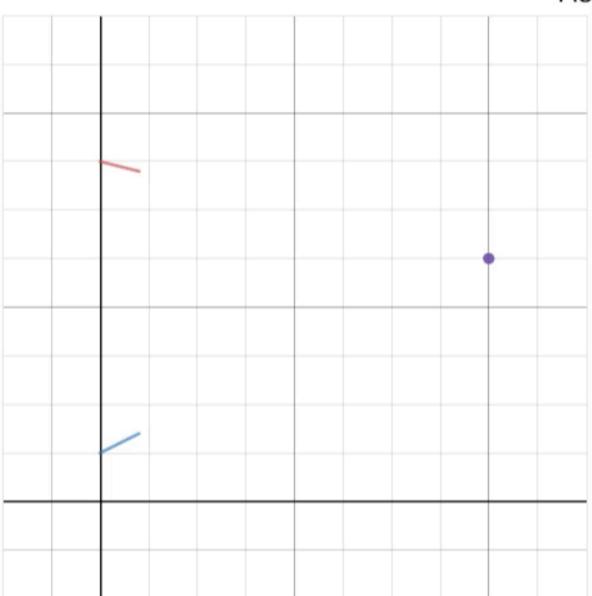




L	s add some structure.
	Here's the same graph as before, but with a GRID.
	One last time, drag the point to show your prediction.
	Then describe your thinking.
	Submit to Class



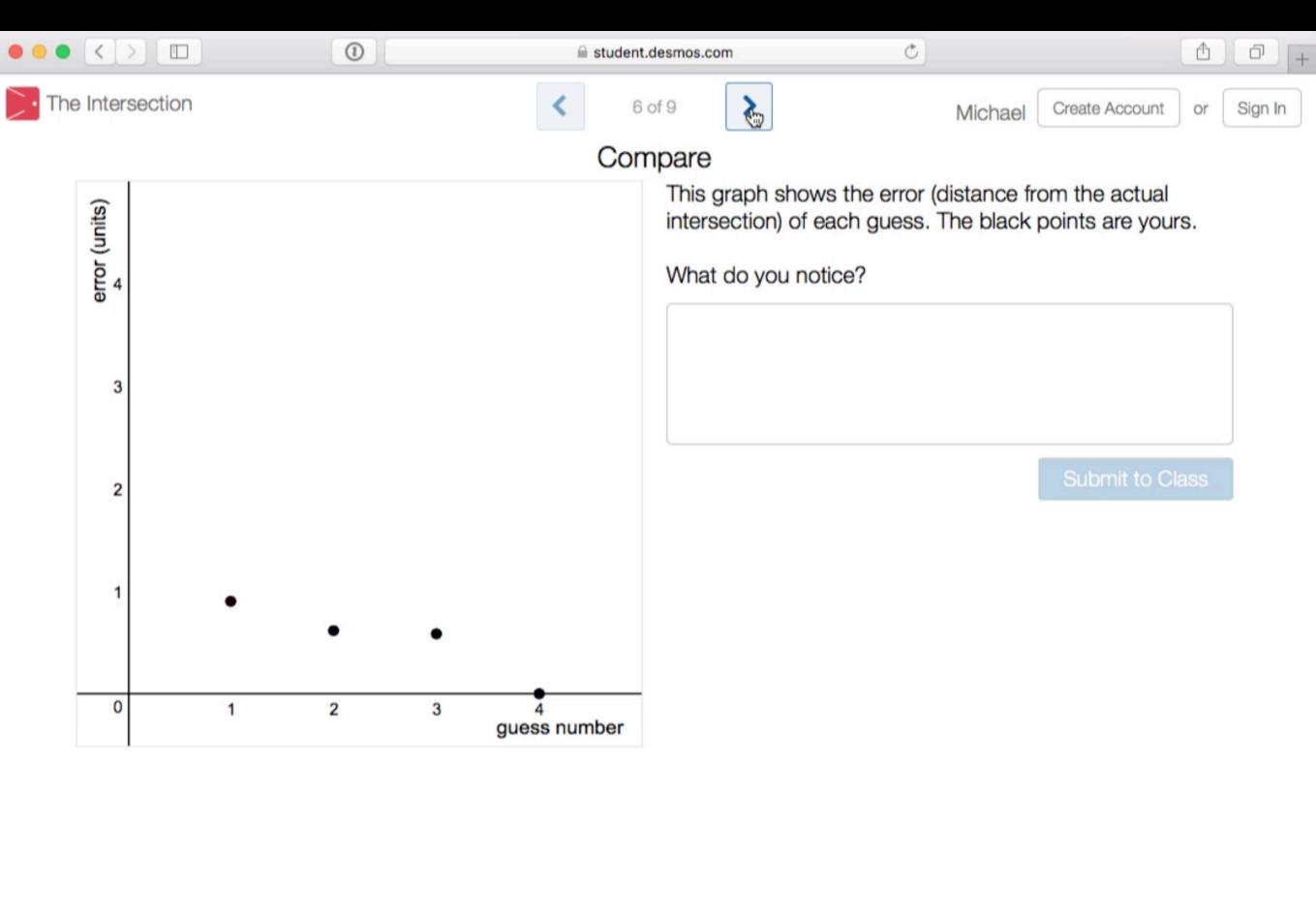
Reveal

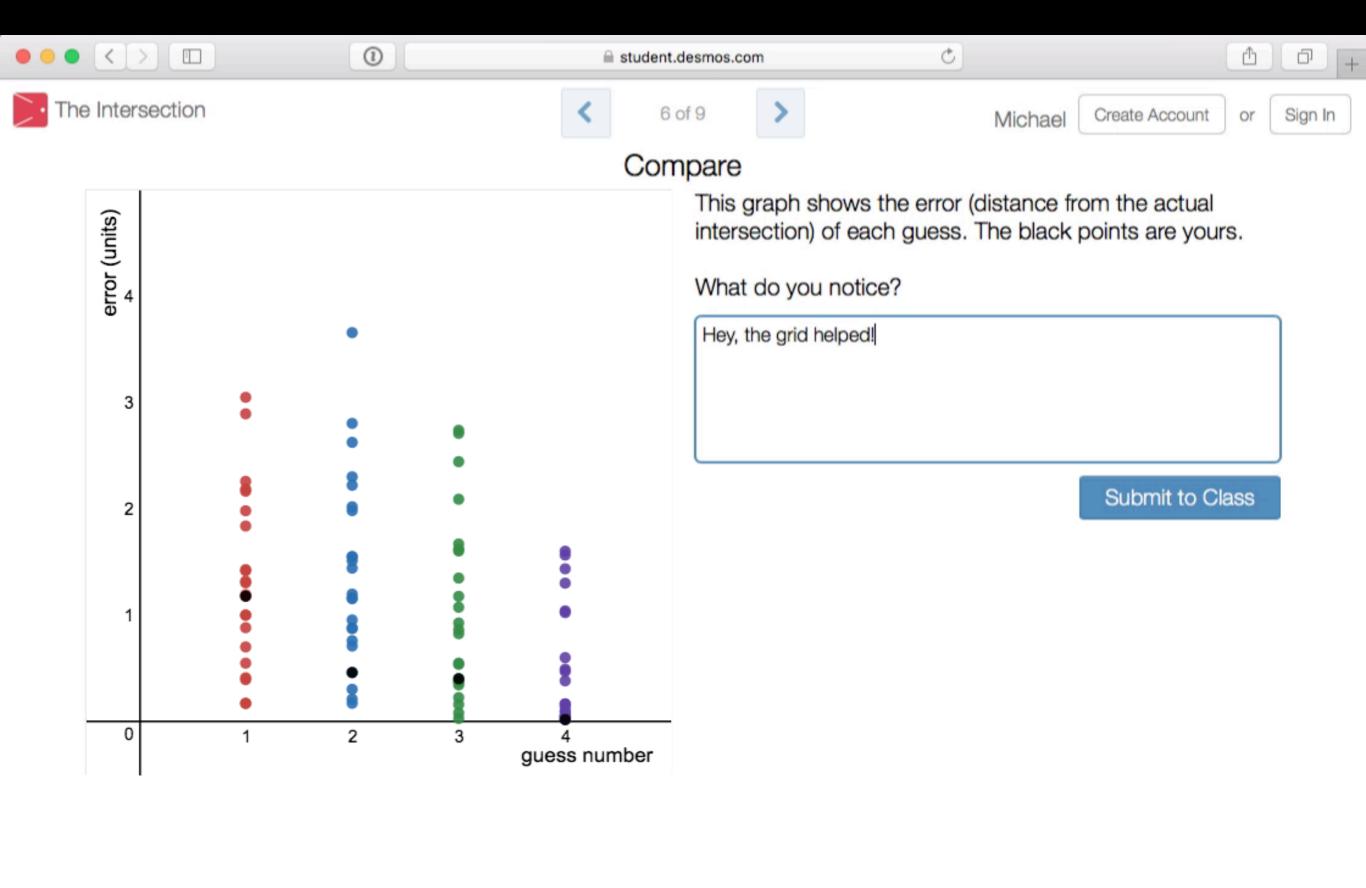


Your final prediction is shown in purple. Watch the animation to see how it compares to the actual answer.

When the activity ends, your teacher will lead a brief class discussion about the key ideas from this activity.

If you finish early, or if your class is done with the discussion, try the bonus challenge on the next screen.





Connect representations.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Create activities that are easy to start, difficult to finish.

Connect representations.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Create activities that are easy to start, difficult to finish.

"If Math Is The Aspirin, Then How Do You Create The Headache?"

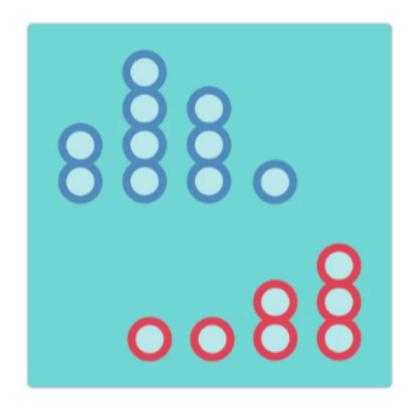
Dan Meyer







desmos

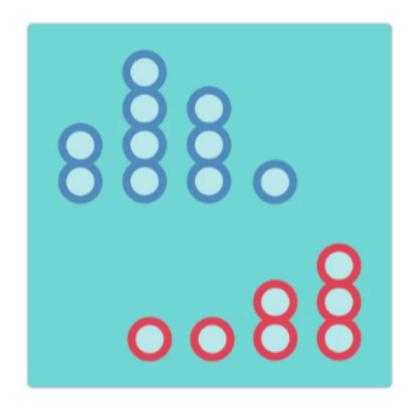


Welcome to Point Collector

Enter your name(s) to I	begin:	
		Go!
← Back to sign in options	S	
•		



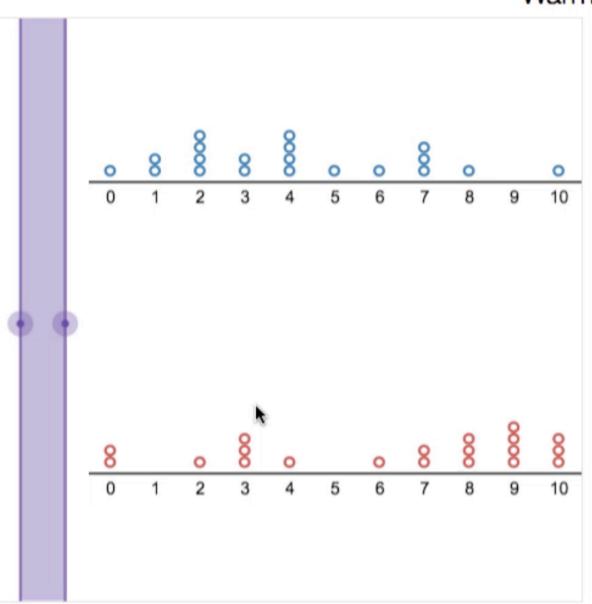
desmos



Welcome to Point Collector

Enter your name(s) to I	begin:	
		Go!
← Back to sign in options	S	
•		





Collect some points. Aim for a high score.

You have collected 0 blue points and 0 red points.

Your score is 0.

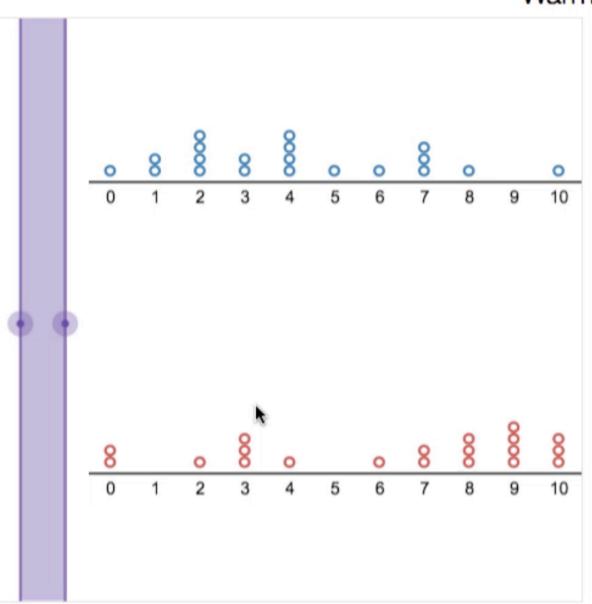
rmup #1

Collect some points. Aim for a high score.

You have collected 0 blue points and 0 red points.

Your score is 0.



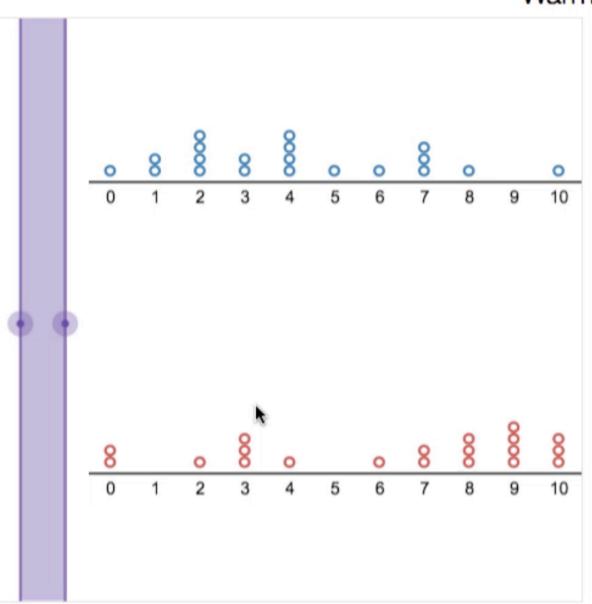


Collect some points. Aim for a high score.

You have collected 0 blue points and 0 red points.

Your score is 0.

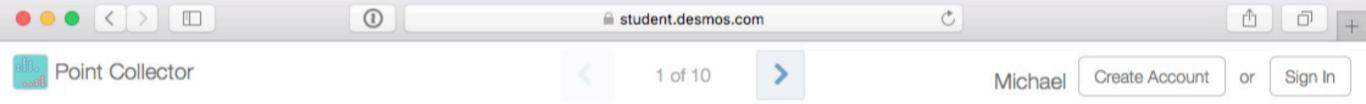


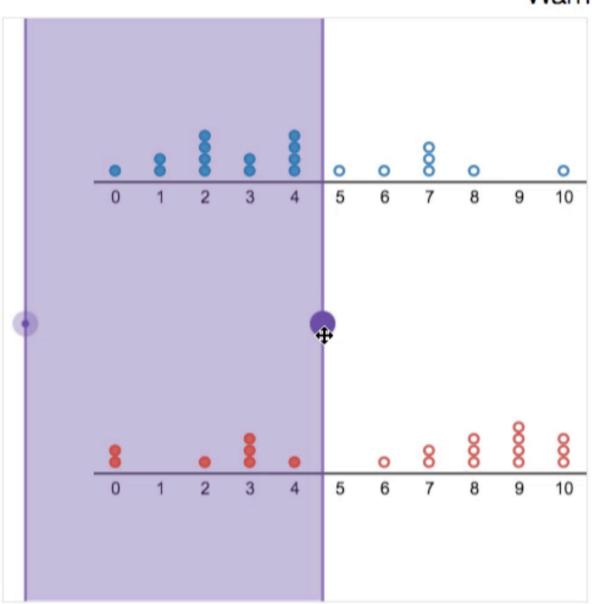


Collect some points. Aim for a high score.

You have collected 0 blue points and 0 red points.

Your score is 0.

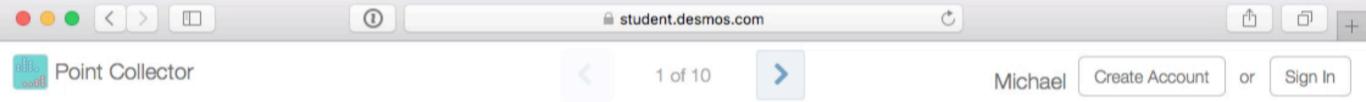


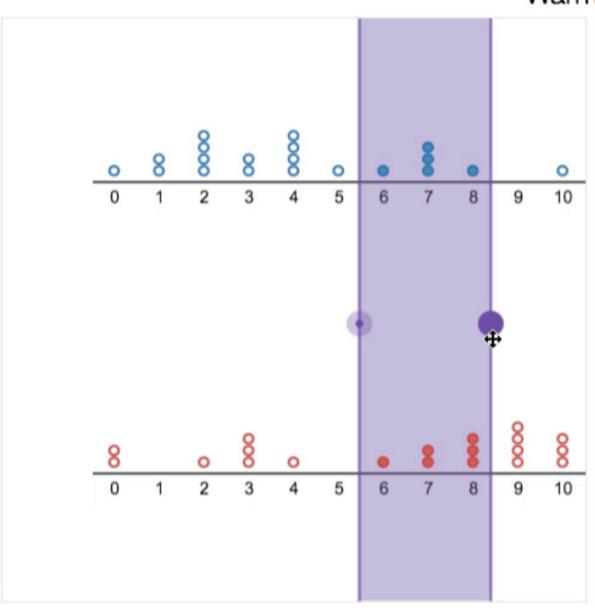


Collect some points. Aim for a high score.

You have collected 13 blue points and 7 red points.

Your score is 6.

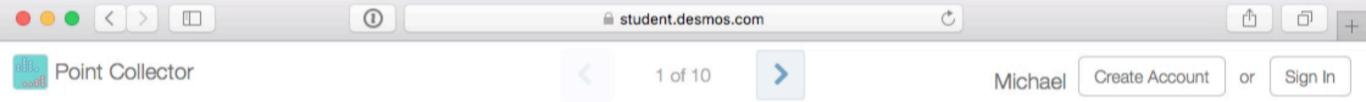


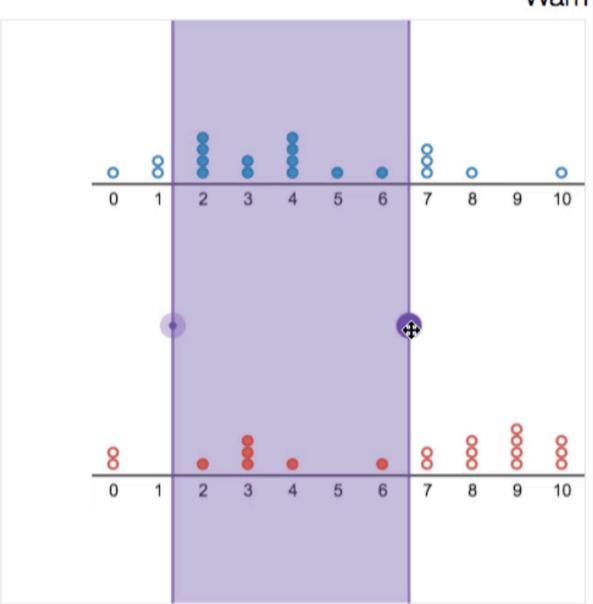


Collect some points. Aim for a high score.

You have collected 5 blue points and 6 red points.

Your score is -1.

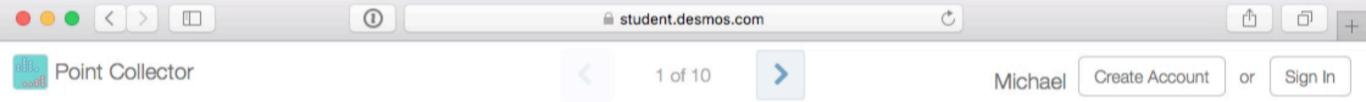


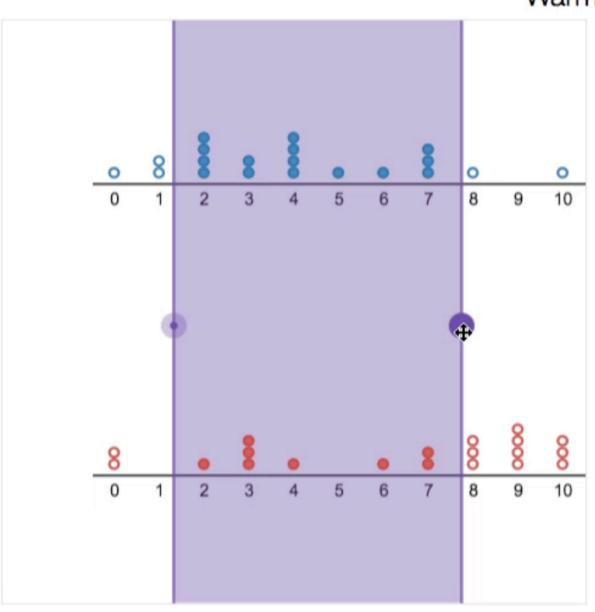


Collect some points. Aim for a high score.

You have collected 12 blue points and 6 red points.

Your score is 6.

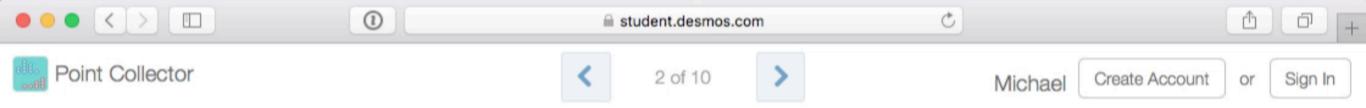


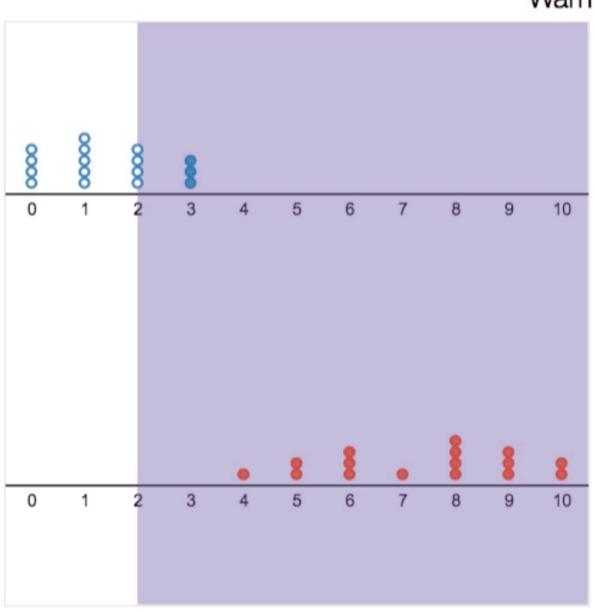


Collect some points. Aim for a high score.

You have collected 15 blue points and 8 red points.

Your score is 7.





Edit the inequality to maximize your score.

You have collected 3 blue points and 16 red points.

Your score is -13.

x > 2

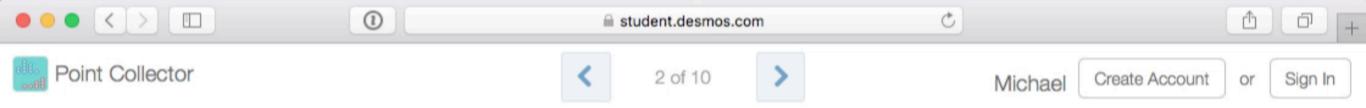
rmup #2

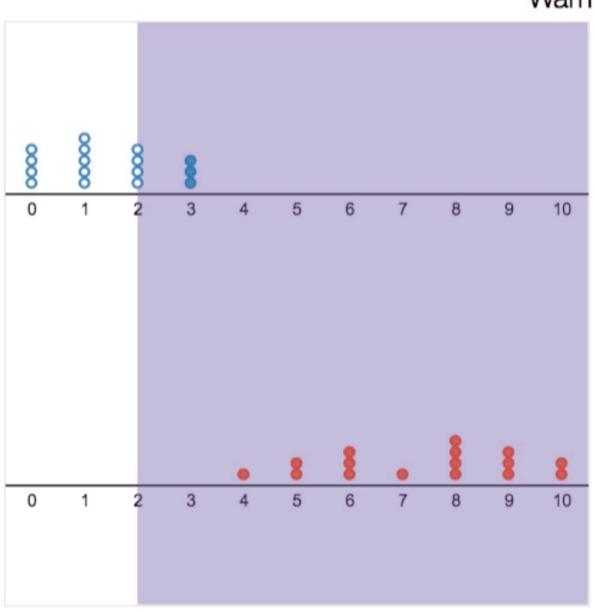
Edit the inequality to maximize your score.

You have collected 3 blue points and 16 red points.

Your score is -13.

x > 2



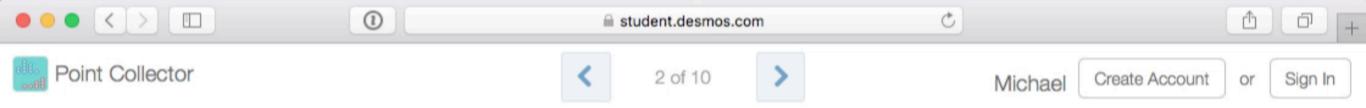


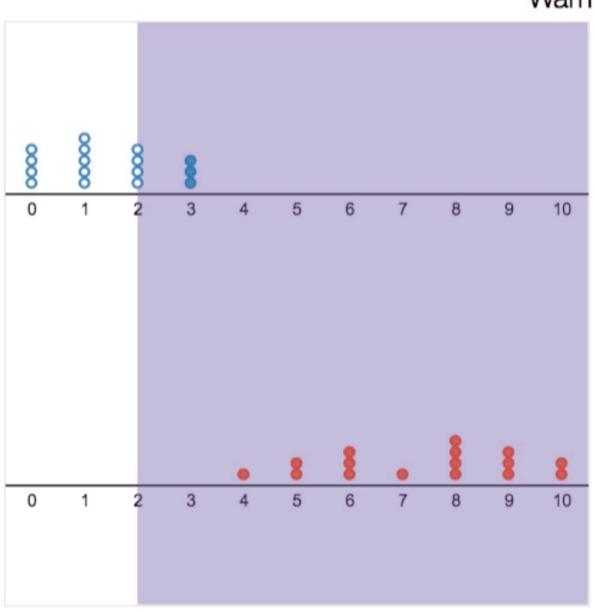
Edit the inequality to maximize your score.

You have collected 3 blue points and 16 red points.

Your score is -13.

x > 2





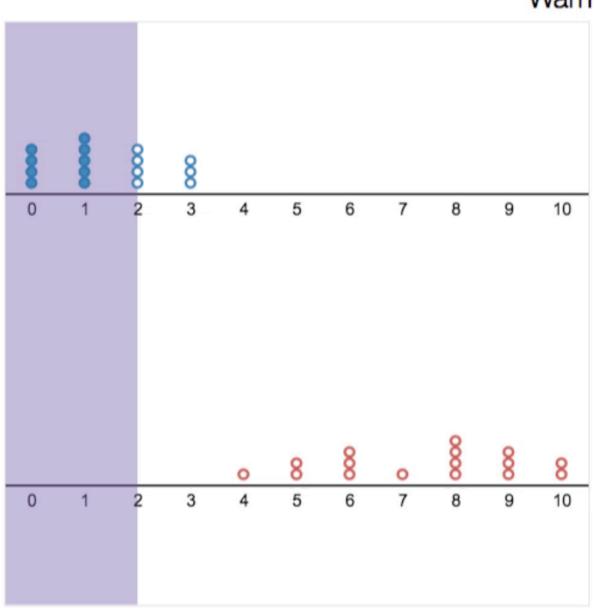
Edit the inequality to maximize your score.

You have collected 3 blue points and 16 red points.

Your score is -13.

x > 2





Edit the inequality to maximize your score.

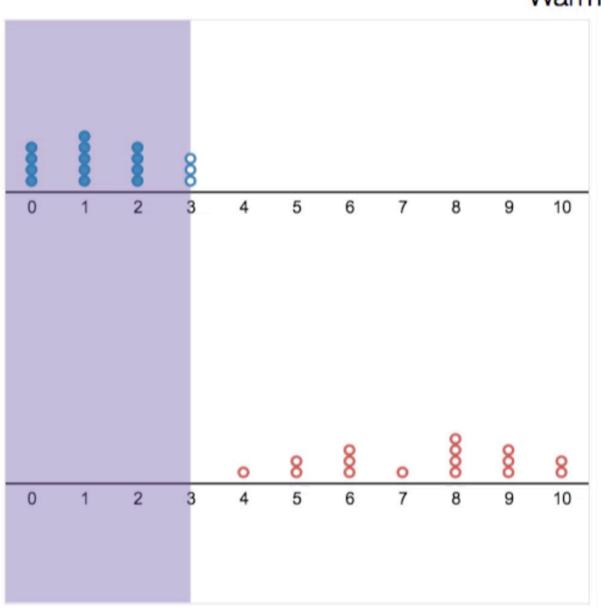
You have collected 9 blue points and 0 red points.

Your score is 9.

You have the highest score so far.

x < 2





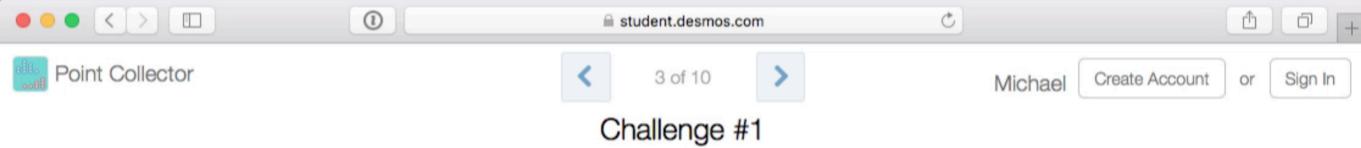
Edit the inequality to maximize your score.

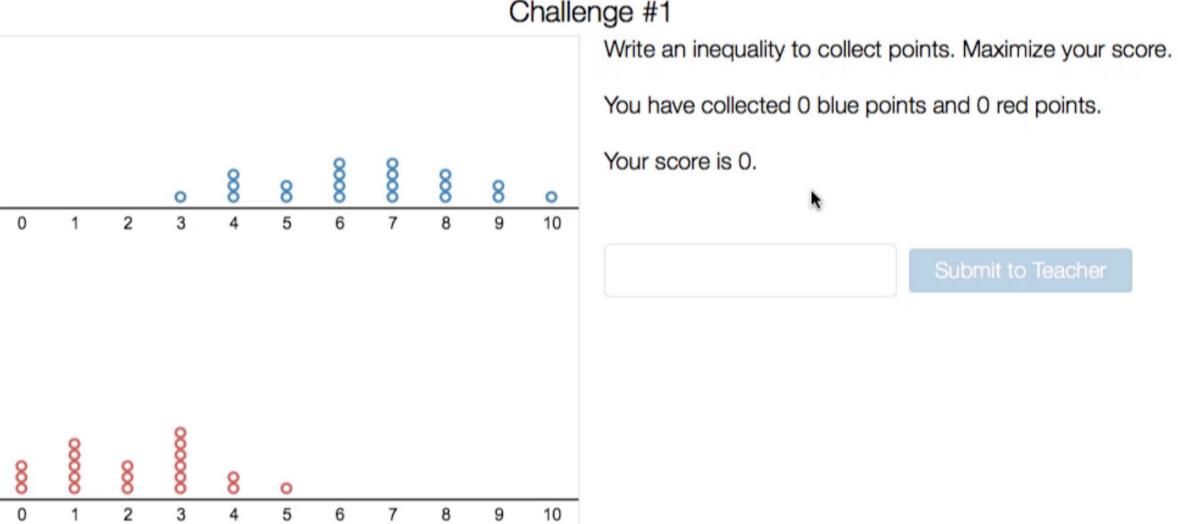
You have collected 13 blue points and 0 red points.

Your score is 13.

You have the highest score so far.

x < 3





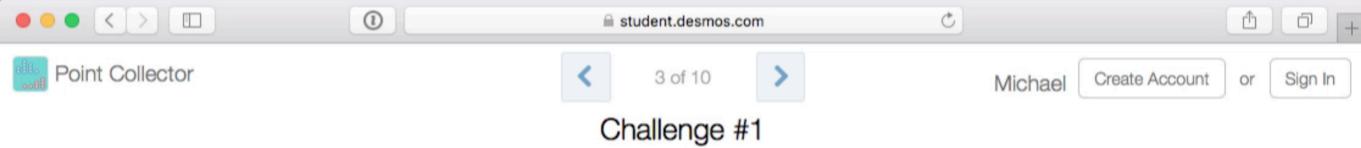
allenge #1

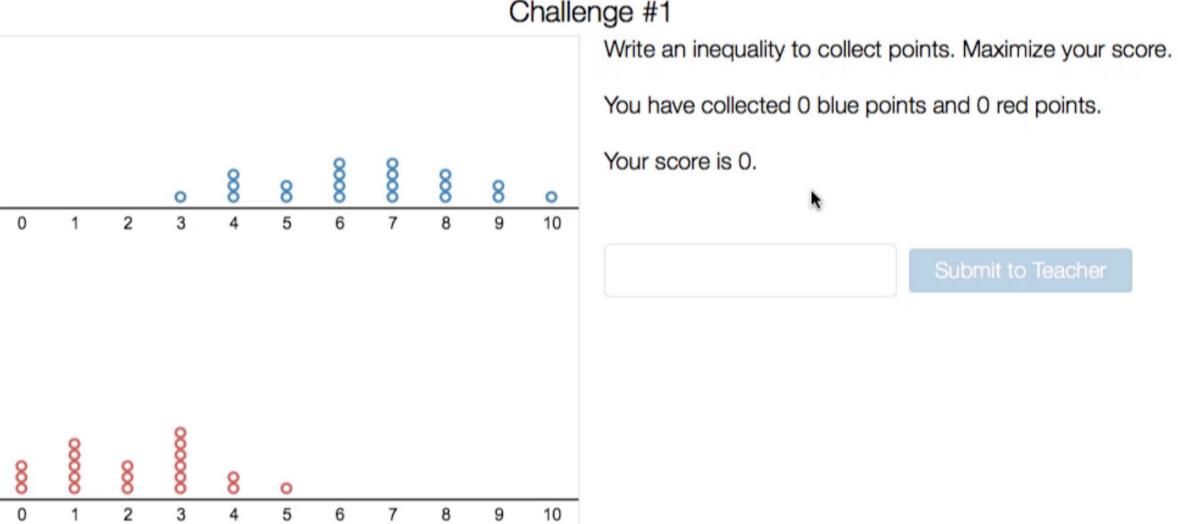
Write an inequality to collect points. Maximize your score.

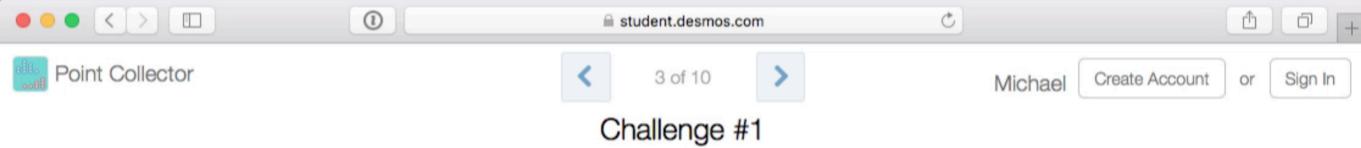
You have collected 0 blue points and 0 red points.

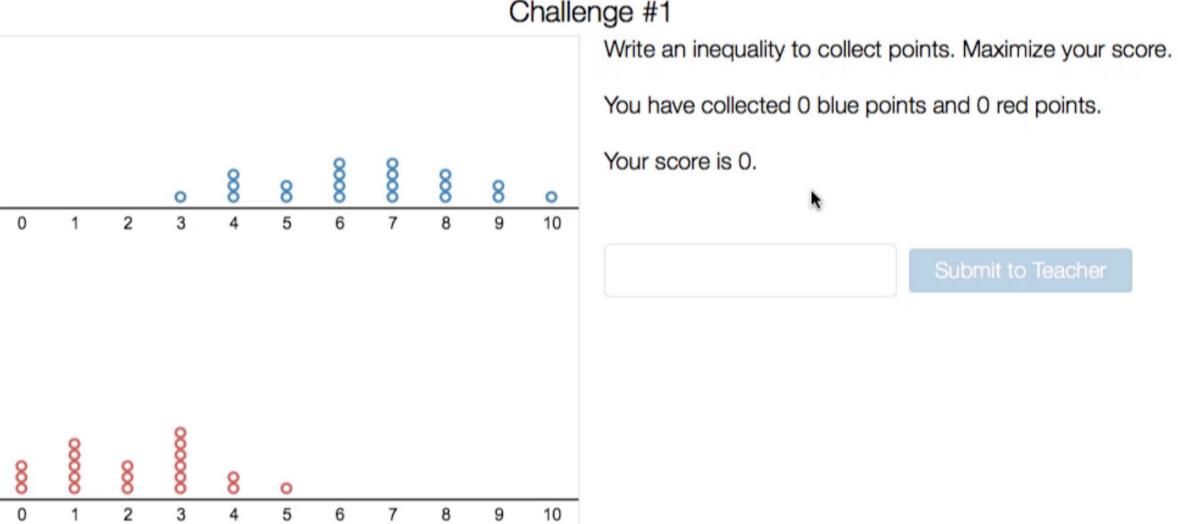
Your score is 0.

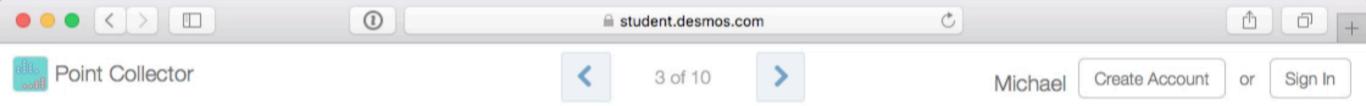




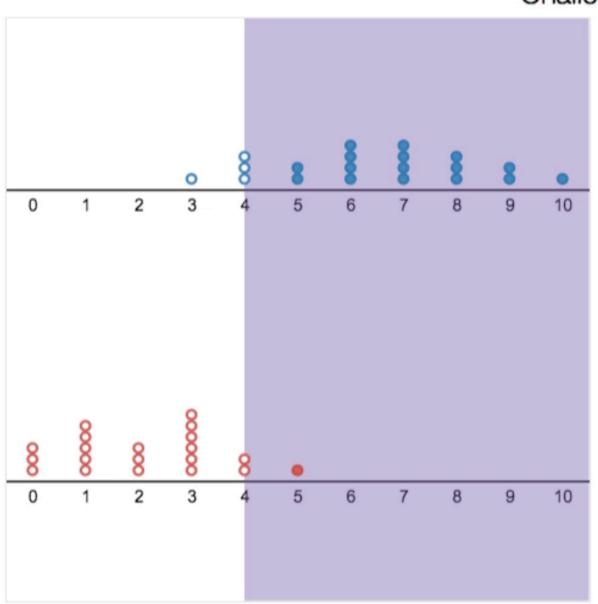








Challenge #1



Write an inequality to collect points. Maximize your score.

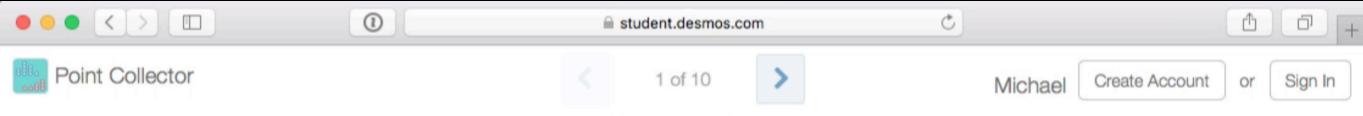
You have collected 16 blue points and 1 red point.

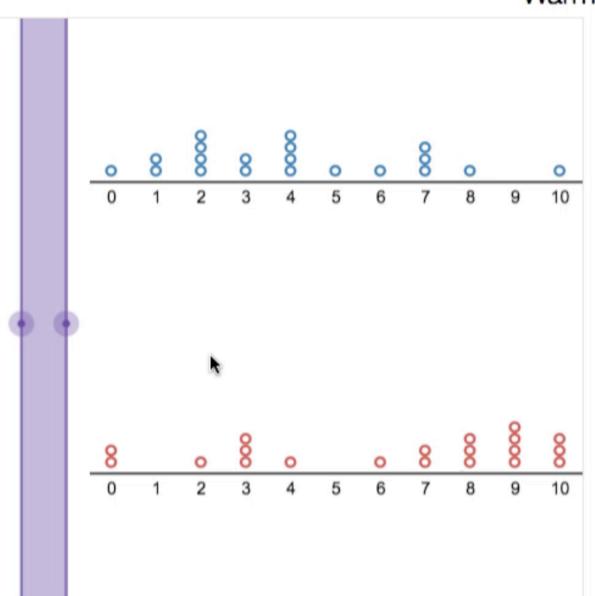
Your score is 15.

You have the highest score so far.

x > 4

Imagine...

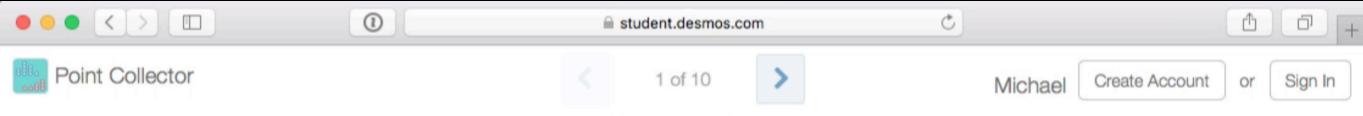


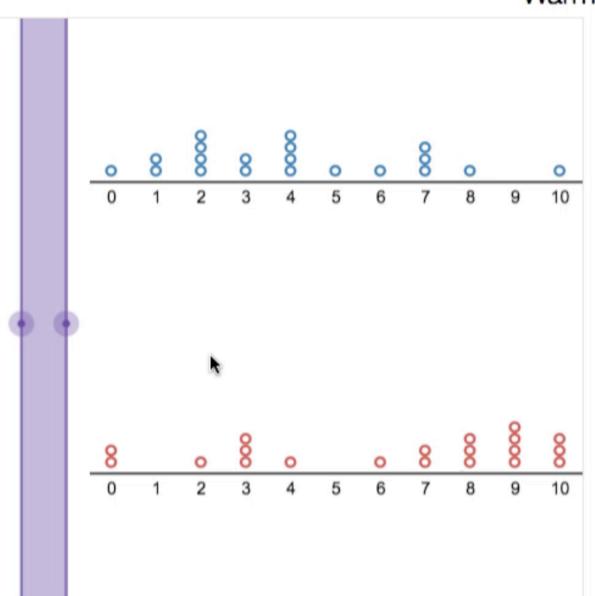


Collect some points. Aim for a high score.

You have collected 0 blue points and 0 red points.

Your score is 0.

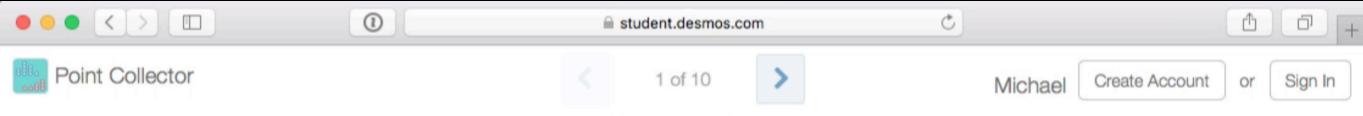


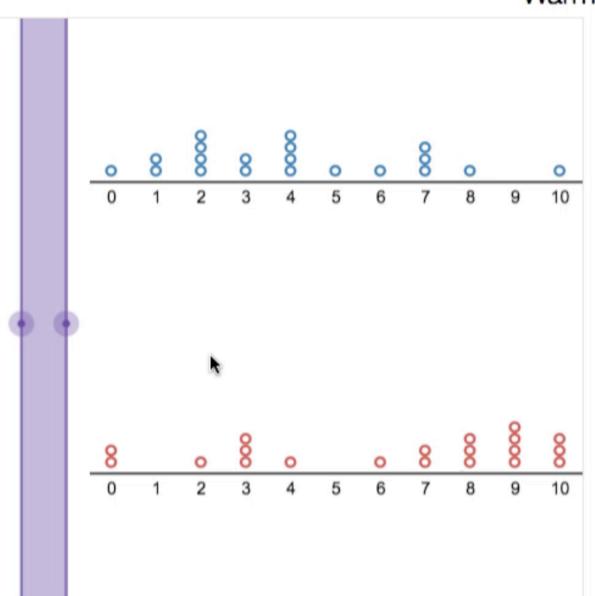


Collect some points. Aim for a high score.

You have collected 0 blue points and 0 red points.

Your score is 0.



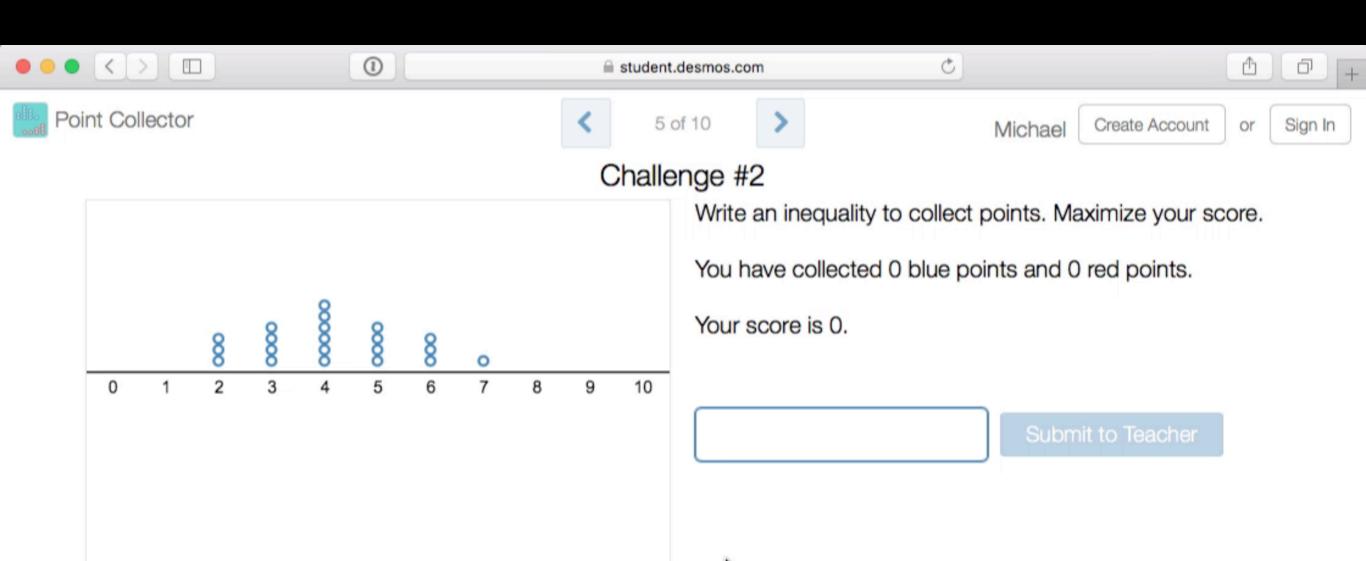


Collect some points. Aim for a high score.

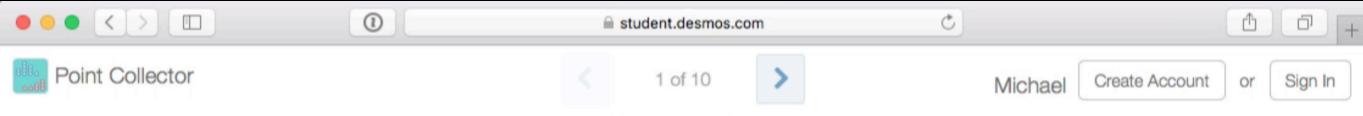
You have collected 0 blue points and 0 red points.

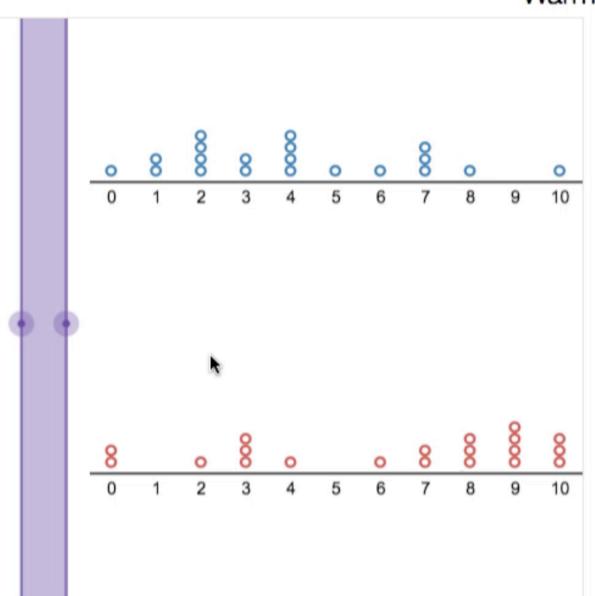
Your score is 0.

Imagine...



Instead...

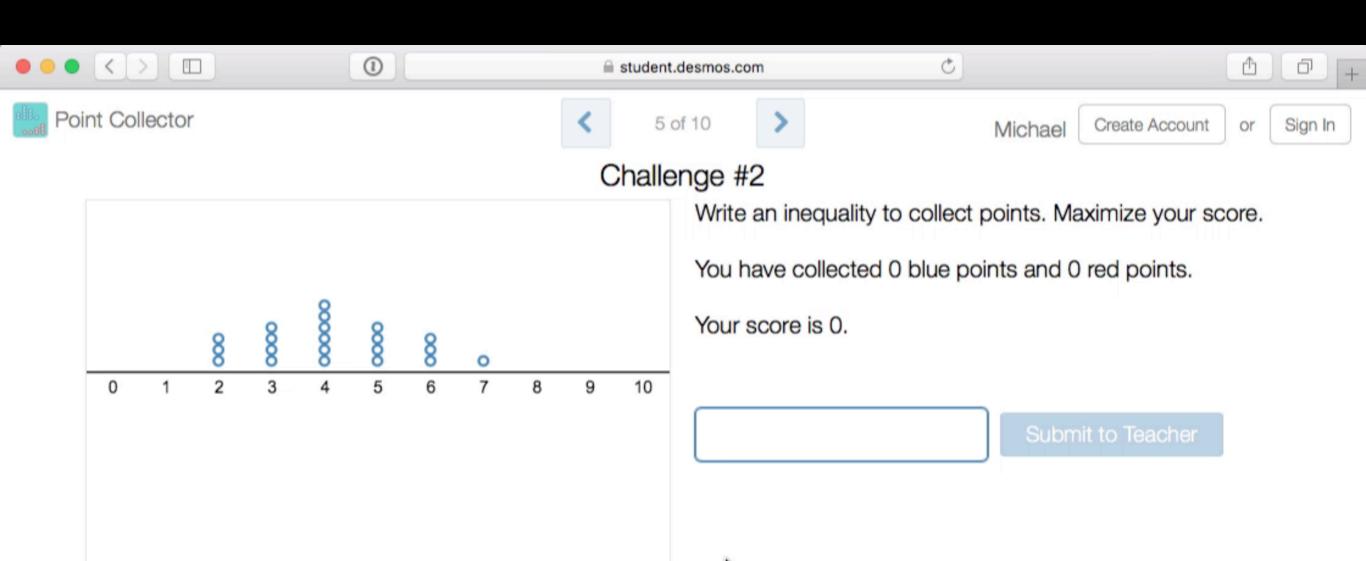


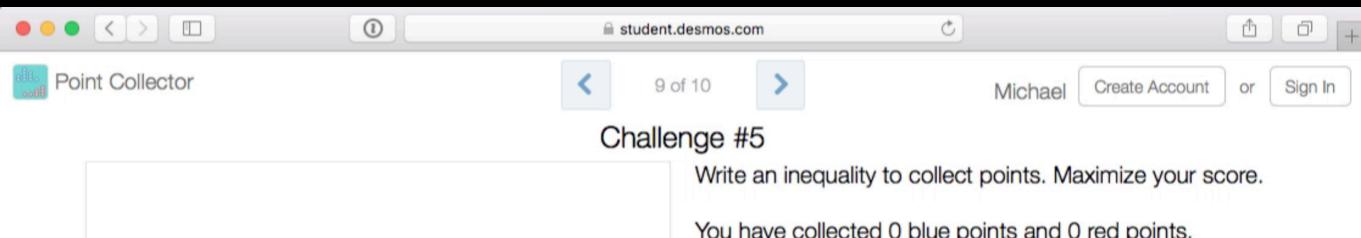


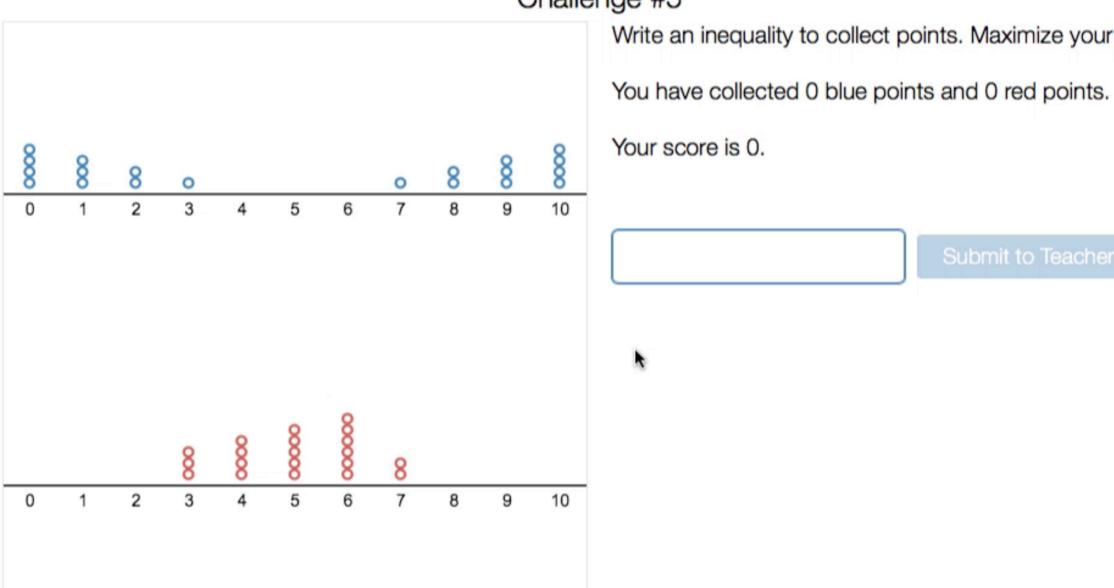
Collect some points. Aim for a high score.

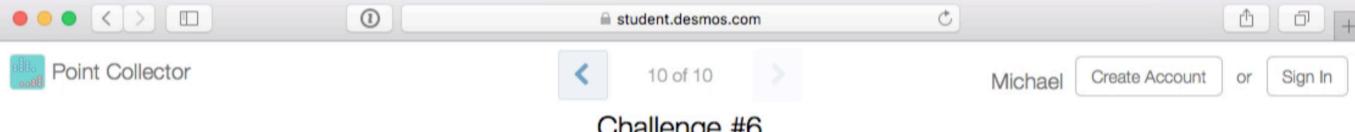
You have collected 0 blue points and 0 red points.

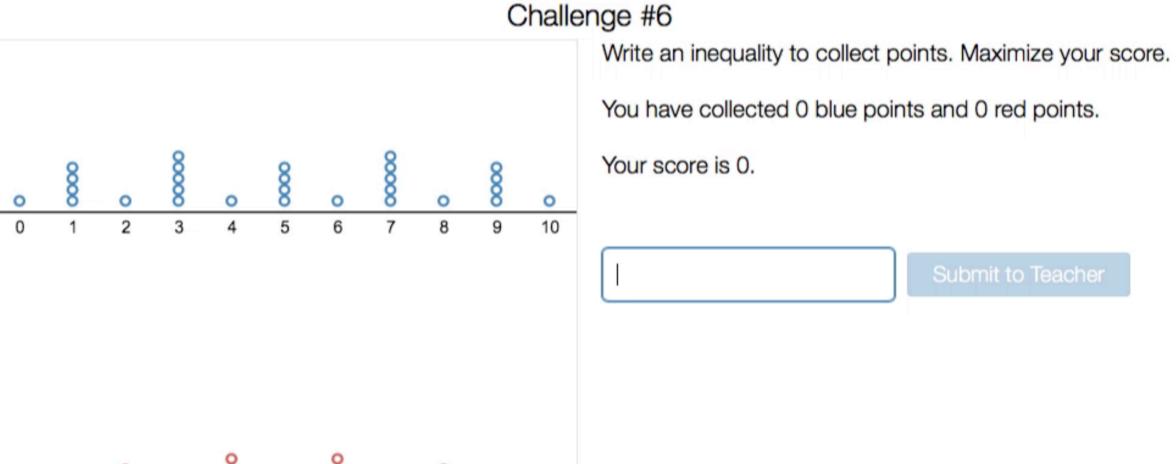
Your score is 0.











Connect representations.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Create activities that are easy to start, difficult to finish.

Connect representations.

Create an intellectual need for new mathematical skills.

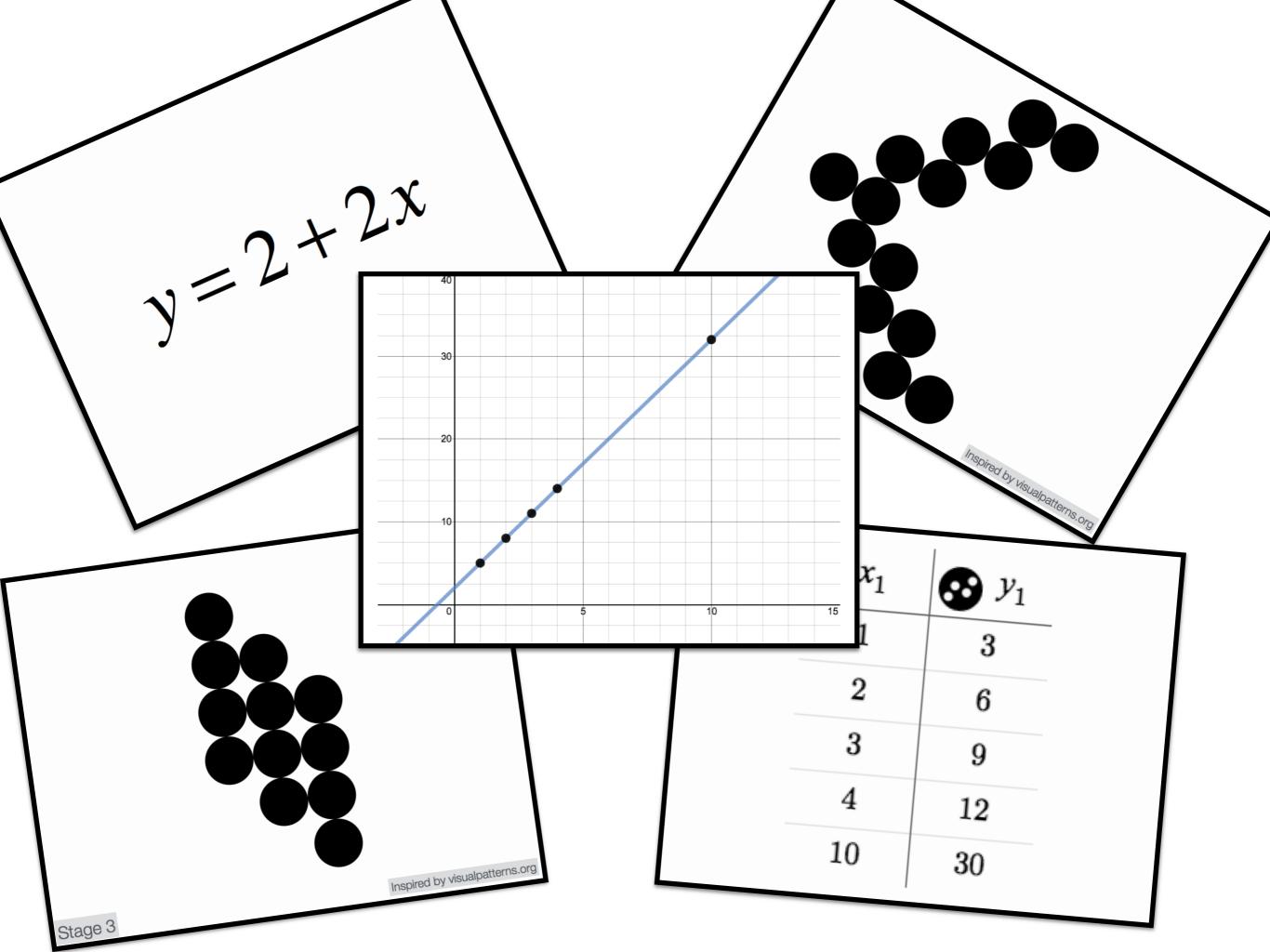
Integrate strategy and practice.

Create activities that are easy to start, difficult to finish.

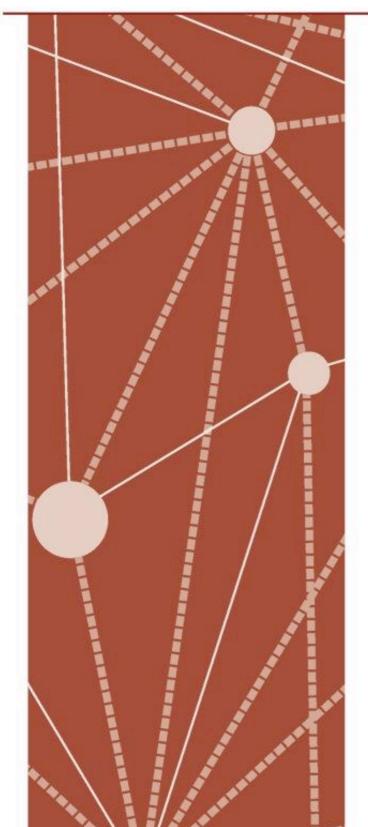
"Low floor, high ceiling."







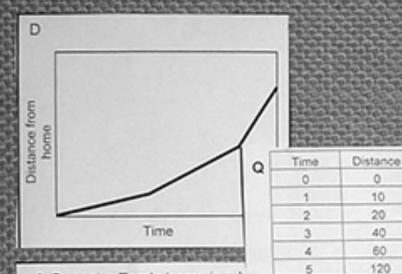




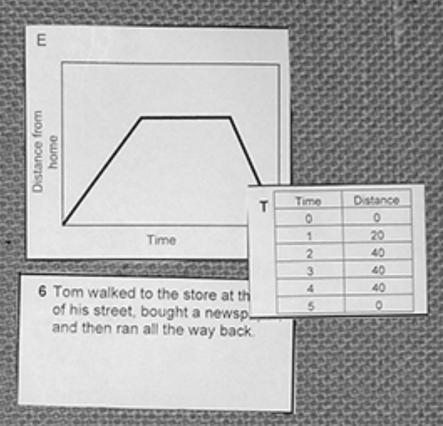
Mathematics Assessment Project
CLASSROOM CHALLENGES

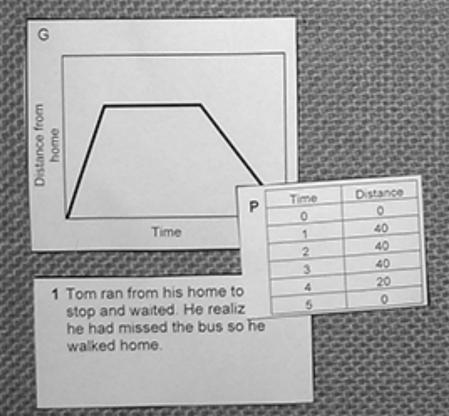
A Formative Assessment Lesson

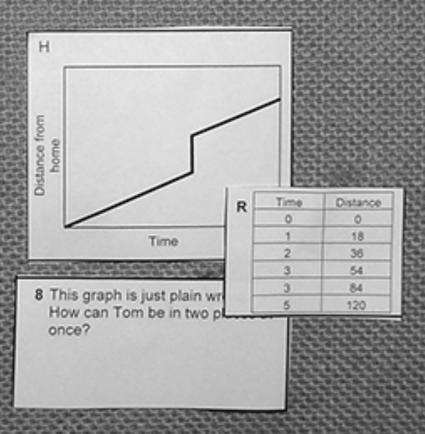
Interpreting Distance-Time Graphs

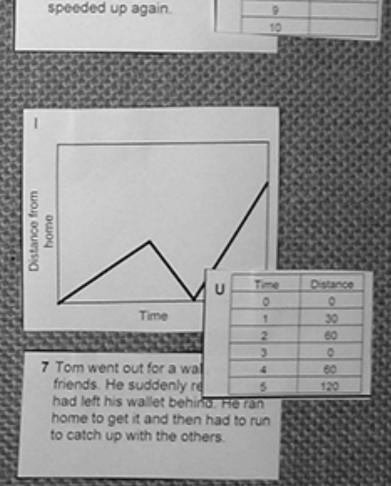


2 Opposite Tom's home is a h..... Tom climbed slowly up the hill, walked across the top, and then ran quickly down the other side.









Time

3 Tom skateboarded from

house, gradually building

speed. He slowed down

some rough ground, but

Make this one up!

Distance

Time

0

5

7

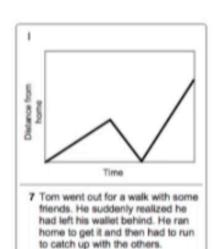
Source: map.mathshell.org

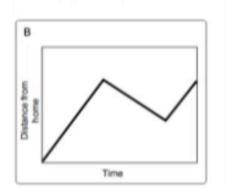


Match the graph/description pairs with the tables. There's one that doesn't match!



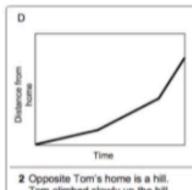
▶ 2 CARDS

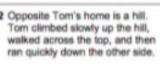


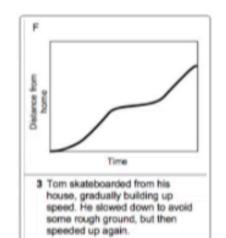


S	Time	Distance
_	0	0
	1	40
	2	80
	Z,	60
	4	40
	5	80

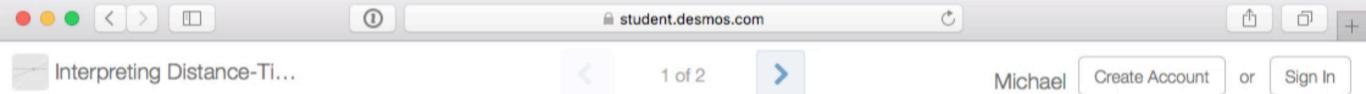
Q	Time	Distance
~	0	0
	1	10
	2	20
	3	40
	4	60
	5	120







U	Time	Distance
	0	0
	1	30
	2	60
	3	0
	4	60
	5	120



Match the graph/description pairs with the tables. There's one that doesn't match!

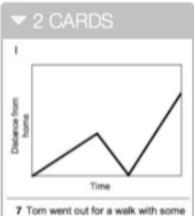


▶ 2 CARDS

▶ 2 CARDS

▶ 2 CARDS

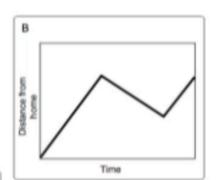
▶ 2 CARDS



friends. He suddenly realized he had left his wallet behind. He ran

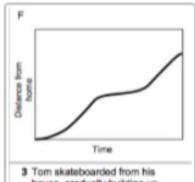
home to get it and then had to run to catch up with the others.

1	Time	Distance
1	0	0
	1	30
	2	60
	3	0
	4	60
	5	120

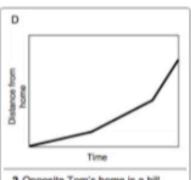


S	Time	Distance
	0	0
	1	40
	2	80
	3	60
	4	40
	5	80

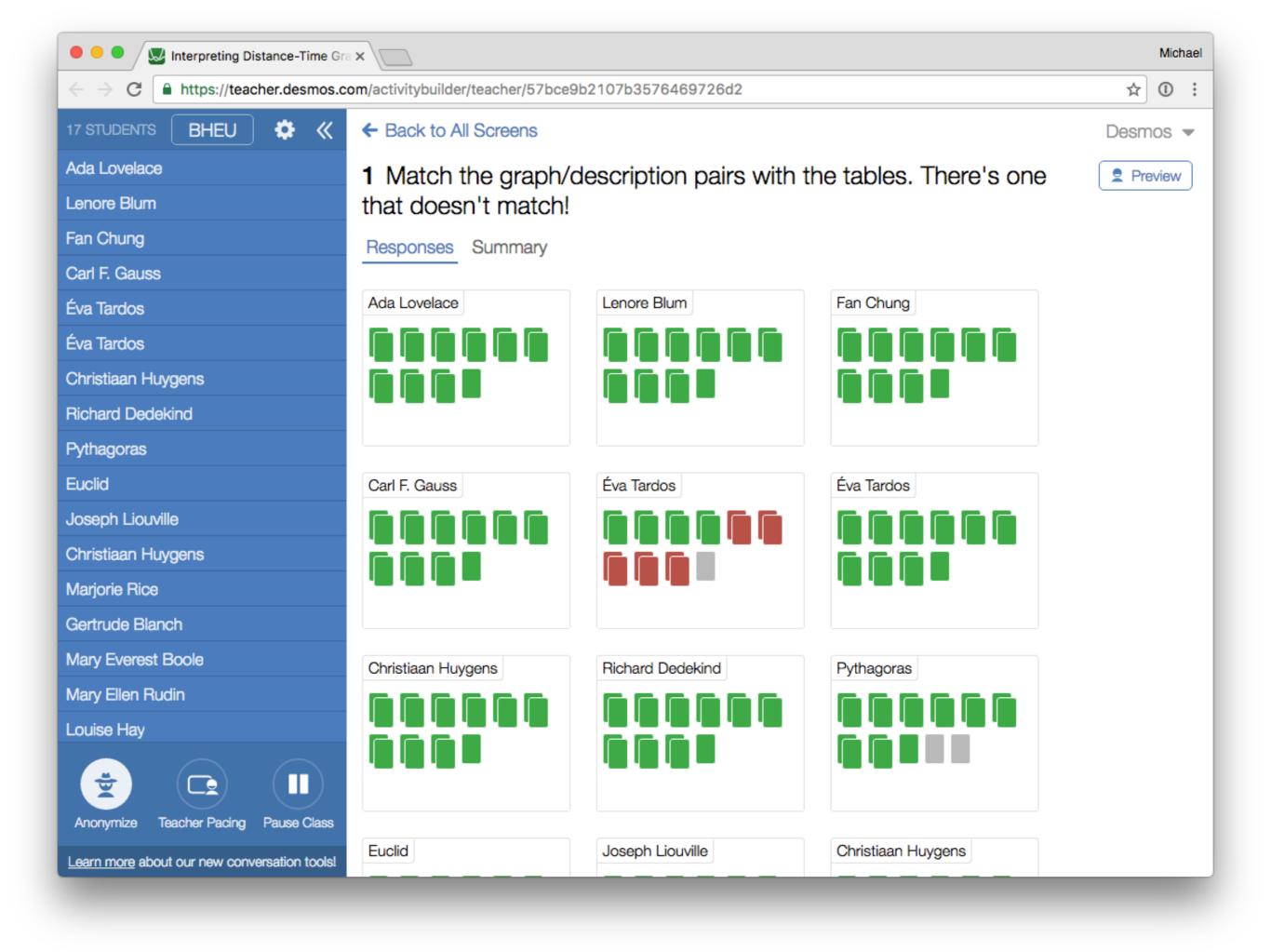
Q	Time	Distance
_	0	0
	1	10 6
	2	20
	3	40
	4	60
	5	120

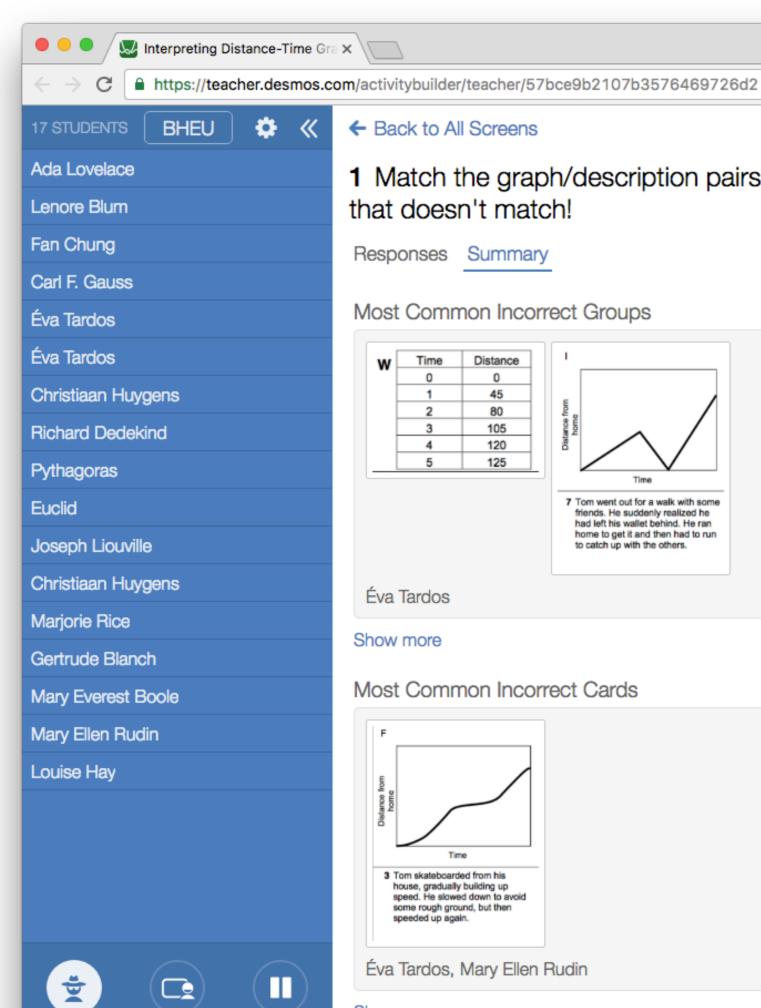


3 Tom skateboarded from his house, gradually building up speed. He slowed down to avoid some rough ground, but then speeded up again.



2 Opposite Tom's home is a hill. Tom climbed slowly up the hill, walked across the top, and then ran quickly down the other side.





← Back to All Screens

1 Match the graph/description pairs with the tables. There's one that doesn't match!

Preview

Desmos -

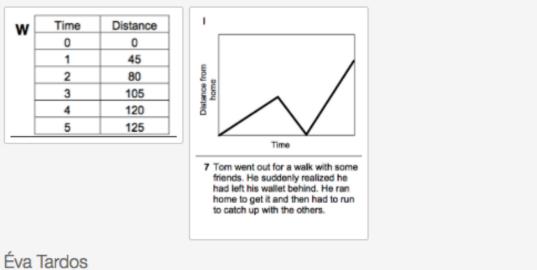
☆

Michael

① :

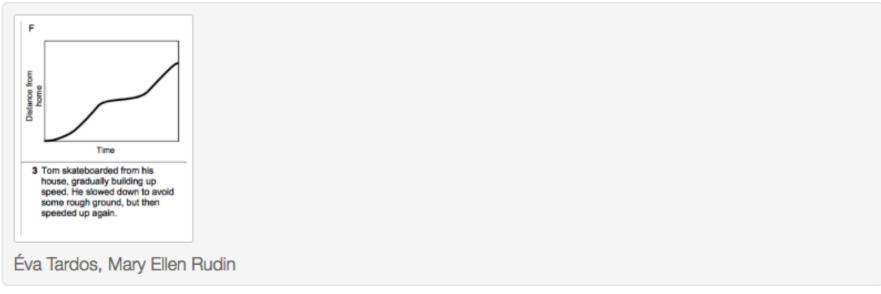
Responses Summary

Most Common Incorrect Groups



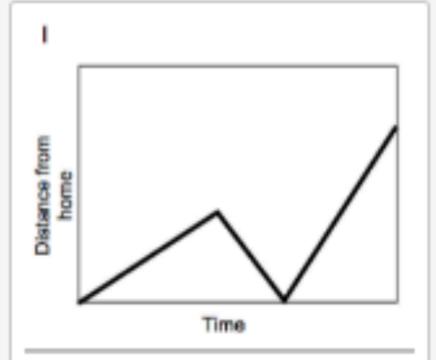
Show more

Most Common Incorrect Cards



Most Common Incorrect Groups

w	Time	Distance
	0	0
	1	45
	2	80
	3	105
	4	120
	5	125



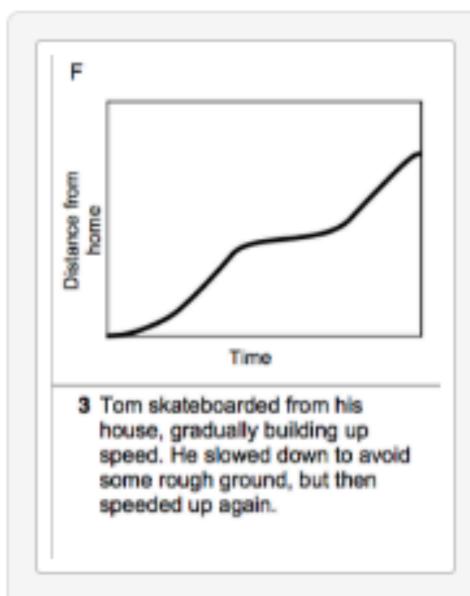
7 Tom went out for a walk with some friends. He suddenly realized he had left his wallet behind. He ran home to get it and then had to run to catch up with the others.

Éva Tardos

Show more

Show more

Most Common Incorrect Cards



Éva Tardos, Mary Ellen Rudin

Show more











Welcome to Function Carnival

Enter	your	name(s)	to	begin:	
$\overline{}$					



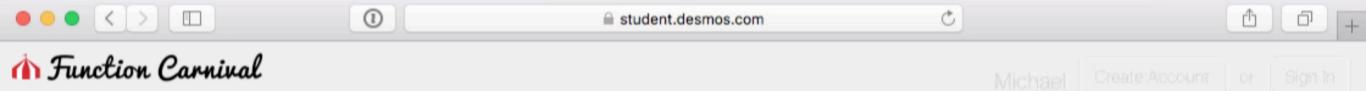






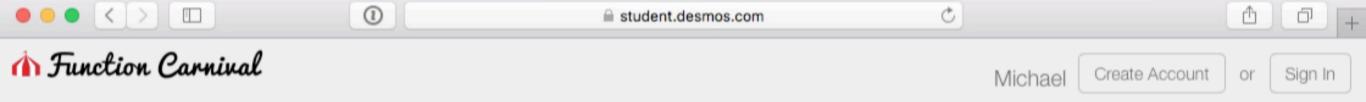
Welcome to Function Carnival

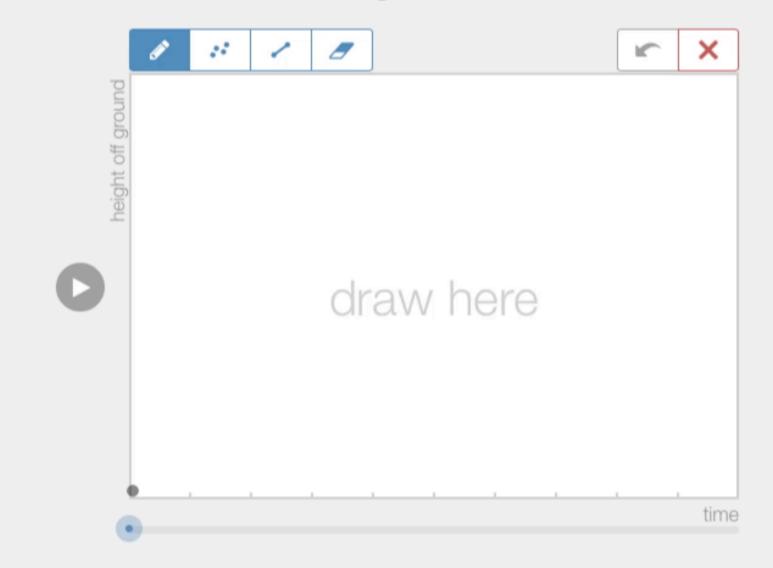
Enter	your	name(s)	to	begin:	
$\overline{}$					



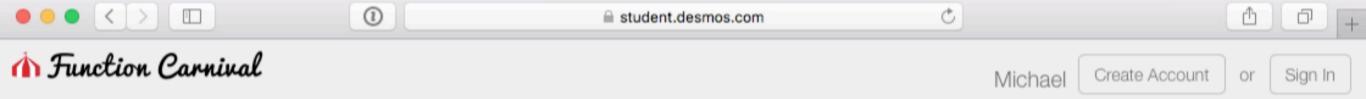






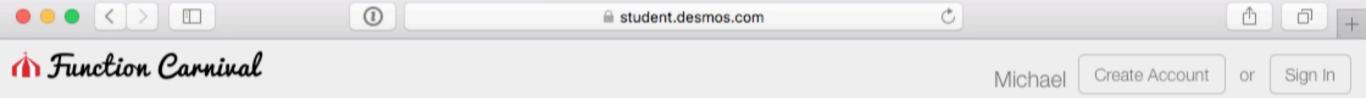


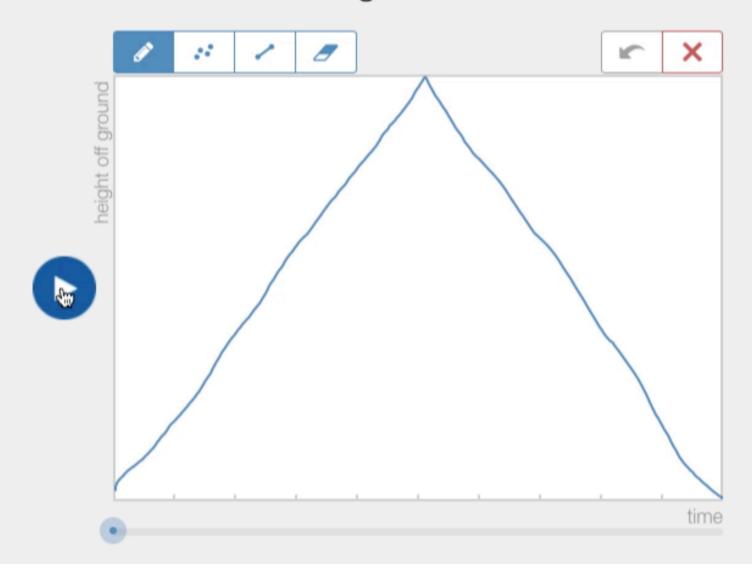




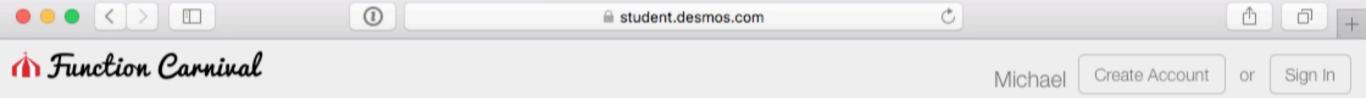


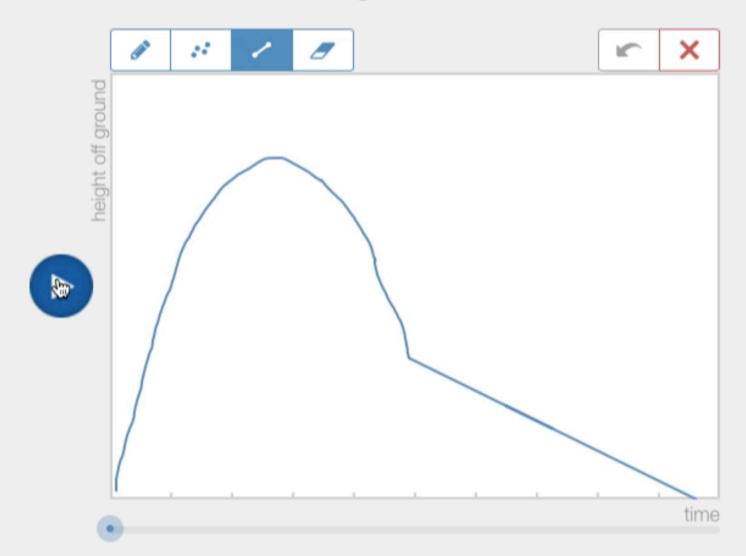




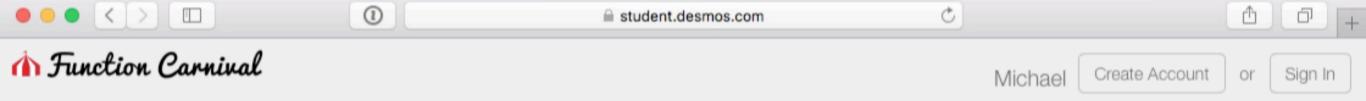


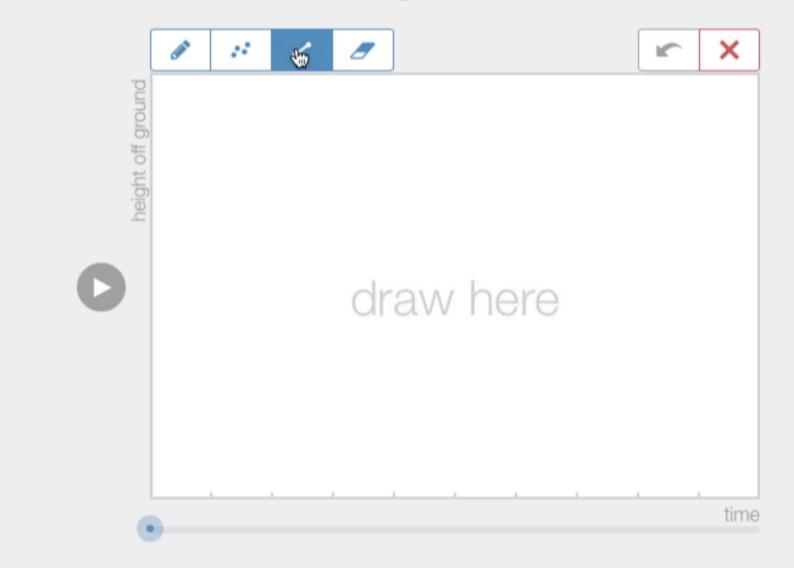




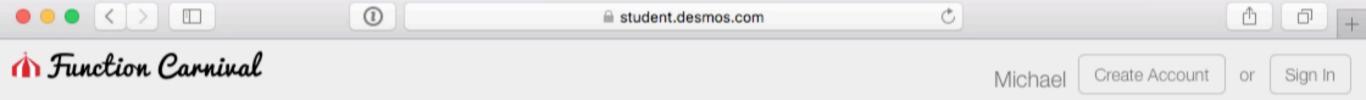


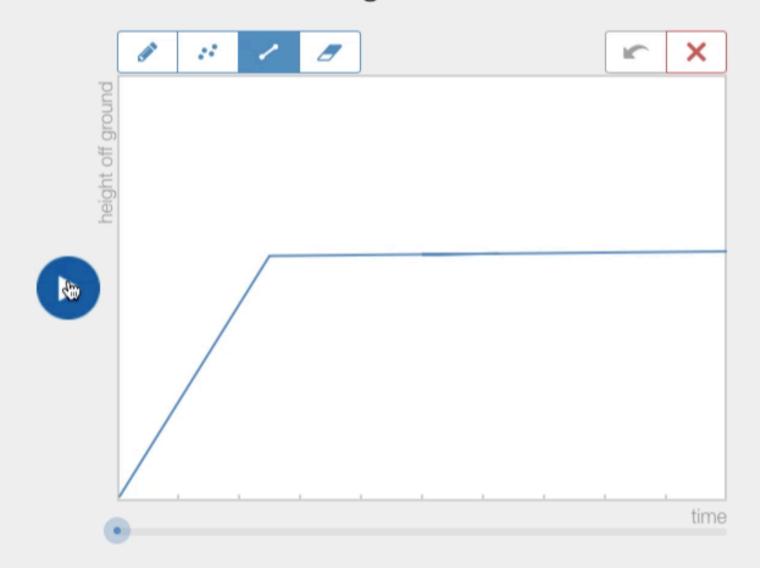




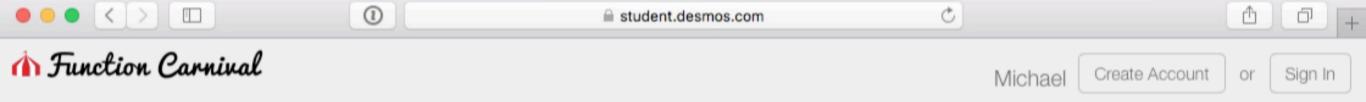


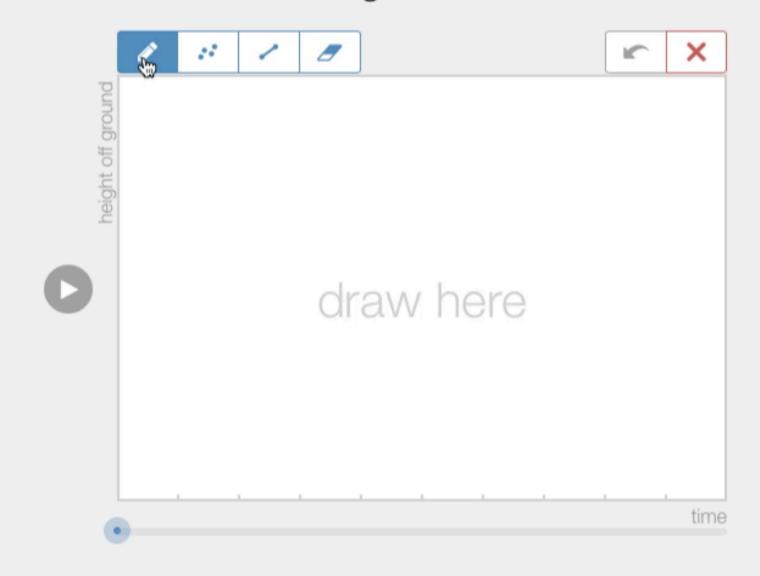


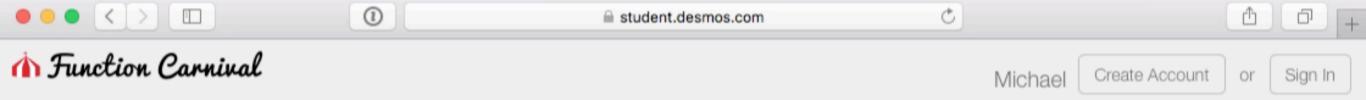


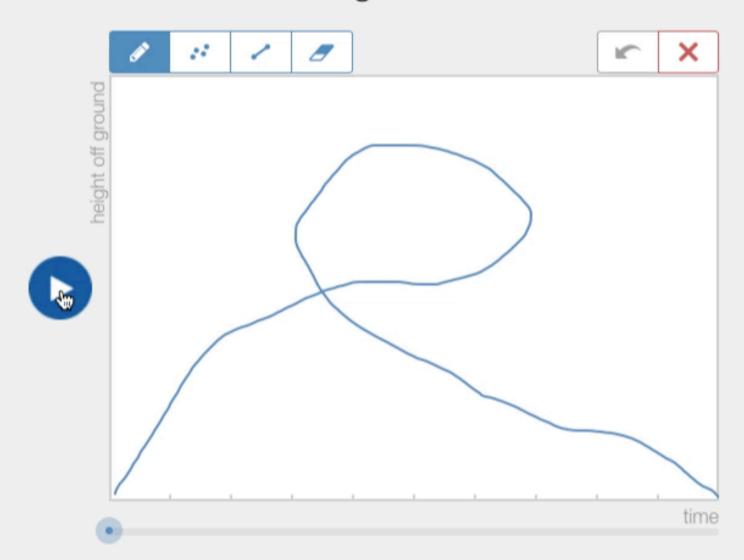




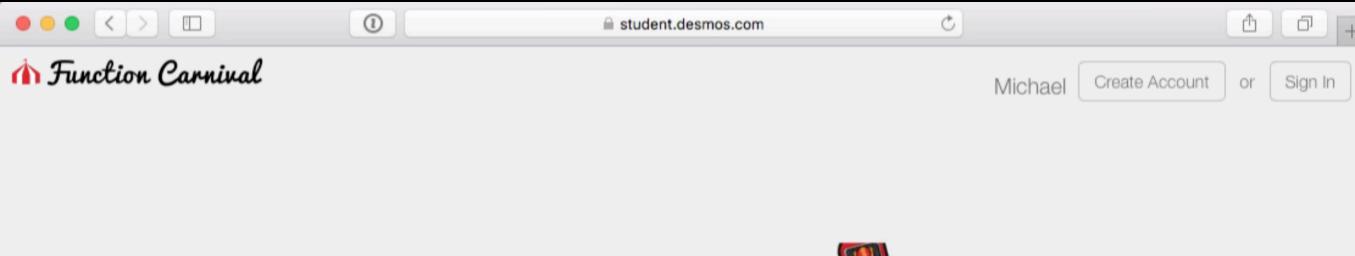


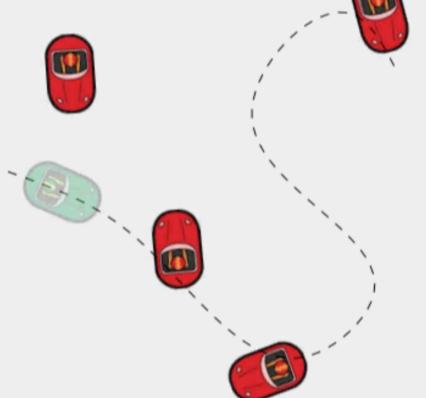






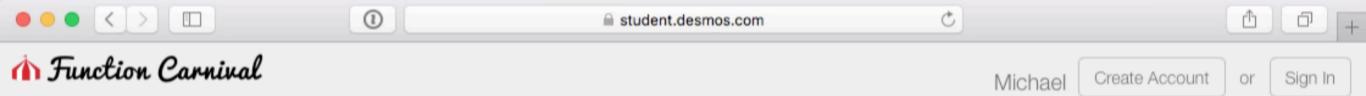


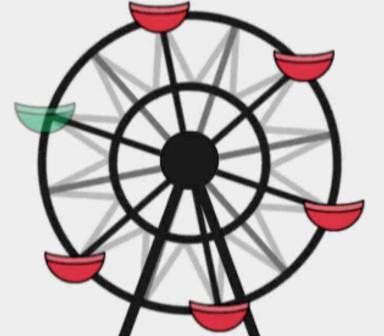


















Connect representations.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Create activities that are easy to start, difficult to finish.

Connect representations.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Create activities that are easy to start, difficult to finish.

"...the joy in being the cause."

Jean Piaget







Ů

Google Search

I'm Feeling Lucky



algebra 1 practice



Google Search

I'm Feeling Lucky



algebra 1 practice





All

Shopping

Videos

Images

News

More

Settings

Tools

About 2,360,000 results (0.35 seconds)

IXL - Algebra 1 practice

https://www.ixl.com/math/algebra-1 ▼

Welcome to IXL's **Algebra 1** page. **Practice** math online with unlimited questions in more than 200 **Algebra 1** math skills.

Classify numbers · Add, subtract, multiply, and ... · Find slope from two points · Area

Algebra 1 Test Practice - ClassZone

www.classzone.com/books/algebra_1/lessonquiz_national.cfm ▼

Welcome to TEST PRACTICE ... have mastered and what lessons you still need further practice on.

Chapter 1: Connections to Algebra. 1.1 Variables in Algebra

Free Algebra 1 Worksheets - Kuta Software

https://www.kutasoftware.com/free.html ▼

Create the worksheets you need with Infinite **Algebra 1**. ... Graphing one-variable inequalities. ... Solving systems of equations by graphing.

Algebra at Cool math .com: Hundreds of free Algebra 1, Algebra 2 and ... www.coolmath.com/algebra >

... Algebra? Confused by Algebra? Hate Algebra? We can fix that. Coolmath Algebra has hundreds of really easy to follow lessons and examples. **Algebra 1**, Algebra 2 and Precalculus Algebra. ... Pre-Calculus · **Practice**; Tools & Reference.

Test and Worksheet Generators for Math Teachers

 $\sqrt{6}(-\sqrt{3}+5)$ Solve each compound inequality and graph its solution. $18 < 6n - 6 \le 48$

Products Free Worksheets Buy Download Support

Free Algebra 1 Worksheets

Stop searching. Create the worksheets you need with Infinite Algebra 1.



- Never runs out of questions
- Multiple-choice & free-response
- Automatic spacing
- Multiple-version printing
- Fast and easy to use



Basics

Writing variable expressions

Order of operations

Evaluating expressions

Number sets

Adding rational numbers

Adding and subtracting rational numbers

Multiplying and dividing rational numbers

The distributive property

Combining like terms

Percent of change

Equations

One-step equations

Two-step equations

Multi-step equations

Absolute value equations

Radical equations (easy, hard)

Rational equations (easy, hard)

Solving proportions

Percent problems

Distance-rate-time word problems

Mixture word problems

Work word problems Literal Equations

Inequalities

Graphing one-variable inequalities

Linear Equations and Inequalities

Evaluate each using the values given.

1)
$$y \div 2 + x$$
; use $x = 1$, and $y = 2$

2)
$$a - 5 - b$$
; use $a = 10$, and $b = 4$

3)
$$p^2 + m$$
; use $m = 1$, and $p = 5$

4)
$$y + 9 - x$$
; use $x = 1$, and $y = 3$

5)
$$m + p \div 5$$
; use $m = 1$, and $p = 5$

6)
$$y^2 - x$$
; use $x = 7$, and $y = 7$

7)
$$z(x + y)$$
; use $x = 6$, $y = 8$, and $z = 6$

8)
$$x + y + y$$
; use $x = 9$, and $y = 10$

Two-Step Equations

Solve each equation.

1)
$$6 = \frac{a}{4} + 2$$

2)
$$-6 + \frac{x}{4} = -5$$

3)
$$9x - 7 = -7$$

4)
$$0 = 4 + \frac{n}{5}$$

$$5) -4 = \frac{r}{20} - 5$$

$$6) -1 = \frac{5+x}{6}$$

7)
$$\frac{v+9}{}=8$$

8)
$$2(n+5) = -2$$

Two-Step Inequalities

Solve each inequality and graph its solution.

1)
$$2x + 4 \ge 24$$

3 4 5 6 7 8 9 10 11 12 13

2)
$$\frac{m}{3} - 3 \le -6$$

3)
$$-3(p+1) \le -18$$
 $0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5 \quad 6 \quad 7 \quad 8 \quad 9 \quad 10$

4)
$$-4(-4 + x) > 56$$
 -14
 -12
 -10
 -8
 -6
 -4

5)
$$-b-2>8$$

6)
$$-4(3+n) > -32$$

7)
$$4 + \frac{n}{3} < 6$$

8)
$$-3(r-4) \ge 0$$
 $-4 \quad -3 \quad -2 \quad -1 \quad 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5 \quad 6$

Writing Linear Equations

Write the slope-intercept form of the equation of each line.

1)
$$3x - 2y = -16$$

2)
$$13x - 11y = -12$$

3)
$$9x - 7y = -7$$

4)
$$x - 3y = 6$$

5)
$$6x + 5y = -15$$

6)
$$4x - y = 1$$

7)
$$11x - 4y = 32$$

8)
$$11x - 8y = -48$$

Algebra 2 · Day 1 HW

Like Terms, Distributive Property, and Simplifying

1. Given $-r^5t$, name the coefficient.

11. Simplify: -4(n-2)

2. Given $\frac{2}{3}gh^2$, name the coefficient.

12. Simplify: $\frac{1}{3}(3-12r)$

3. Given $7y - 3 + 8y^3$, name the constant term.

13. Simplify: 2(m-7)+15

4. Given $4a^6$, name the exponent.

14. Simplify: -9k + 3(3 + 5k)

5. Are 5d and $5d^5$ like terms?

15. Simplify: 12 - 8(x+3)

6. Are $-\frac{1}{2}st$ and 9st like terms?

16. Simplify: $4z^2 + 9(1 - 3z^2)$

17. Simplify: -1 + 4(2 - 3w) + 18w

Algebra 2 · Day 18 HW

Addition, Subtraction, Multiplication, Division, and Powers of Monomials

1. Simplify: -6xy + 2xy

12. The length and width of a rectangle are $\left(3r^{5}\right)$ and $\left(8r^{7}\right)$, respectively. What is the area?

2. Write $-3f^2 - 11f + 8f^2$ in simplest form.

13. Simplify: $\left(x^3\right)^5$

Write $7de - 5d^2e + 3d^2e$ in simplest form.

4. Simplify: 8 + 4r - 13 - r

14. Simplify: $\left(-2d^4e\right)^3$

5. Simplify: $2-11z^3+6z^3-5$

15. Write $\left(\frac{1}{3}rs^3t^8\right)^2$ in simplest form.

Which expression is equivalent to 4t + 7t + 3t?

- $14t^3$
- 14t + t
- 14t-t
- 12t + 3t t

16. Simplify: $\frac{4f^8}{20f^2}$

7. Simplify: $x^3 \cdot x^4 \cdot x$

17. Simplify: $\frac{y^2}{y^{16}}$

8. Simplify: $(-2x^2)(-3x^5)$

Algebra 2 · Day 33 HW

Multiplication, Division, and Powers of Monomials

FIRST, write your answers with positive exponents. THEN, with all variables in the numerator.

1. Simplify: $(6tu^4)(-4t^5u^{-3})$

7. Write $\frac{16k^{50}l^{12}m^{-3}}{\left(4k^{15}l^{-2}m^{3}\right)\left(k^{10}m^{2}\right)}$ in simplest form.

6. Divide $5u^9v^{-7}w$ by $30u^{-9}v^{-8}w$.

2. Find the product of $\frac{2}{5}d^{-6}e^2$ and $-8d^{-3}e^{-1}$.

3. Write $\left(-7x^9y^{-8}\right)^2$ in simplest form.

8. Find the quotient: $\frac{\left(-5f^{-1}g^{3}\right)^{2}}{-25f^{-3}g^{10}}$

Algebra 2 · Day 47 HW

Solving Equations by Factoring

1. True or False:
$$x^2 + 3x + 2$$
 is an equation.

10. Solve:
$$-f^2 = -8f - 33$$

2. What is the **Zero Product Property**? Write the property, then give an example of an equation easily solved with the property. (Do not solve it.)

11. Solve:
$$\frac{1}{5}h^2 - \frac{9}{5} = 0$$

3. When can the zero product property **not** be used to solve an equation?

12. Find all solutions:
$$p^3 + 9p^2 = -14p$$

4. Solve: g(g-4)(2g+1)=0

13. Solve the quadratic equation:
$$2k^2 - 14k + 20 = 0$$

5. Find the x-intercepts of the graph of $y = x^2 - 5x$.

14. Solve:
$$5m - 3 = -2m^2$$

6. Solve: $t^2 = 8t$

Let's Play

Go to student.desmos.com and type in:

5G4CK

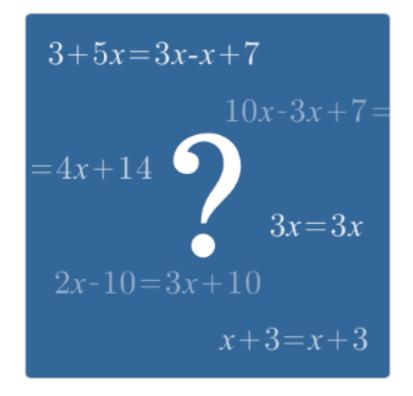
You can also share this link with your students:

https://student.desmos.com/?prepopulateCoa









1

Welcome to Classification of Solutions

Enter your name(s) to begin:

Michael

Go!

← Back to sign in options

Solve each equation. Then sort the cards according to the number of solutions.

$$-8x + 15 - 4x = -3(4x - 5)$$

$$4x - 5 = -5 + 4x$$

$$4x - 7 = 4x + 5$$

$$5x - 1 = 1 + 5x$$

$$2x + 3 = 2x + 3$$

$$3x + 2 = x - 8$$

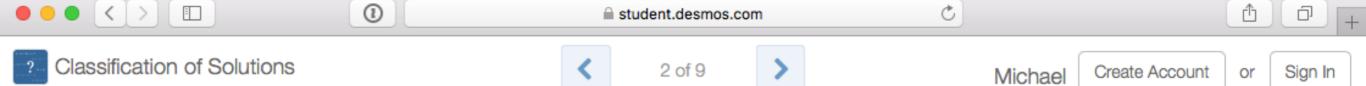
$$10x - 3x + 7 = 2 - 4 + 7x$$

$$8 - 12x = -4 - 12x$$

$$3x + x + 2 = x - 8$$

$$2(x-1)+4=-2x+2$$

$$10 + 5x = 5x + 10$$



Reflect

$$10x - 3x + 7 = 2 - 4 + 7x$$

$$10x - 3x + 7 = 2 - 4 + 7x$$
$$7x + 7 = -2 + 7x$$
$$7 = -2$$

Alina solved this equation using the steps shown in the diagram, but she wasn't sure how to match this card.

What advice can you offer Alina for how to determine whether this equation has one solution, no solution, or infinite solutions?

Submit to Class



Settle a Dispute

$$-8x + 15 - 4x = -3(4x - 5)$$

Dylan says the solution to this equation is x = 1.

He checked his work using the steps below:

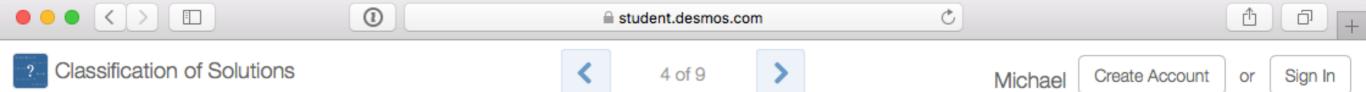
$$-8(1) + 15 - 4(1) = -3(4 \cdot 1 - 5)$$

 $-8 + 15 - 4 = -3(-1)$
 $3 = 3$

Arturo says that Dylan has made a mistake in solving the equation.

Who do you agree with?

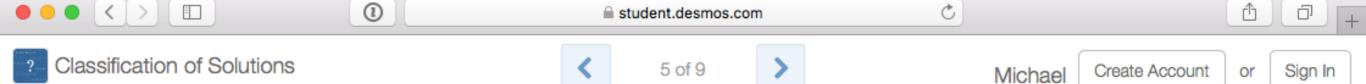
- Dylan
- Arturo
- O Both
- Neither



One Solution

$$3x+x+2=x-8$$
 Evan added this card to the "One Solution" category right away without working through any steps. How was Evan able to match this card without solving it completely?

Submit to Class



Classifying Solutions

One Solution 3x + 2 = x - 8 3x + x + 2 = x - 82(x - 1) + 4 = -2x + 2

No Solution

$$4x - 7 = 4x + 5$$

$$5x - 1 = 1 + 5x$$

$$8 - 12x = -4 - 12x$$

$$10x - 3x + 7 = 2 - 4 + 7x$$

Infinite Solutions

$$2x + 3 = 2x + 3$$

$$10 + 5x = 5x + 10$$

$$4x - 5 = -5 + 4x$$

$$-8x + 15 - 4x = -3(4x - 5)$$

Here are the equations that you've solved today, grouped according to the number of solutions.

What similarities do you see in each group of equations that might help us predict the number of solutions without solving the equations completely?

Submit to Class



Infinite Solutions

All of these equations have infinite solutions.

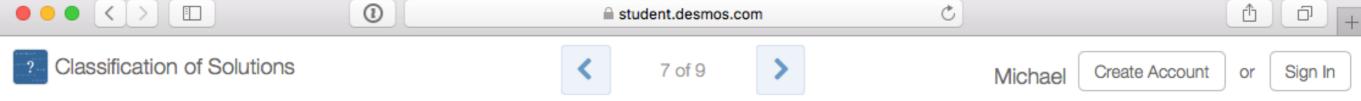
Select one of the equations and explain how you know that it has infinite solutions.

$$5x-10+2x=4(x-5)+3x+10$$

$$2x+7-4x=(2-x)+(5-x)$$

$$0 10-2(x-3)=-2(x-8)$$

$$3(x+1)+2(x+1)=5(x+1)$$



No Solution

The left side of an equation is shown in the diagram. Select an expression for the right side of the equation so that the resulting equation has NO SOLUTION.

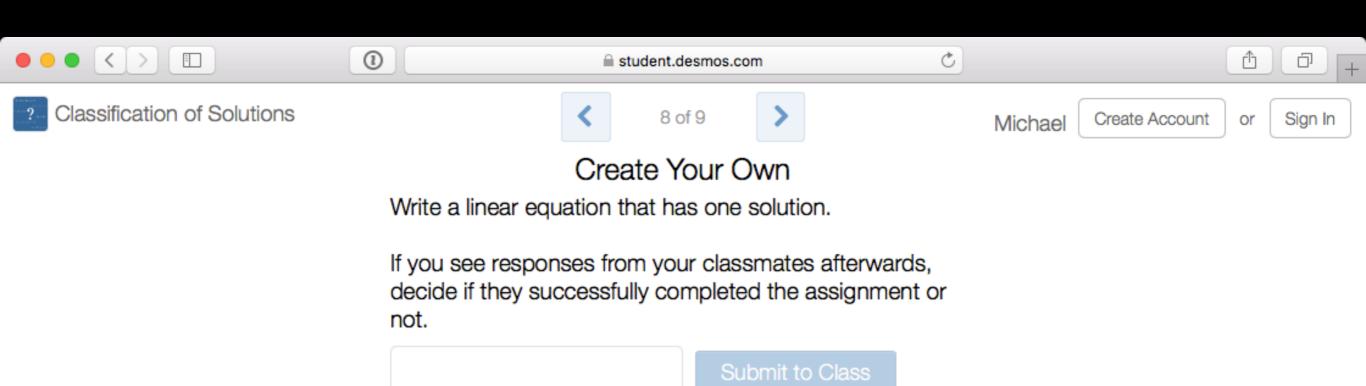
$$\bigcirc 2(x-2)$$

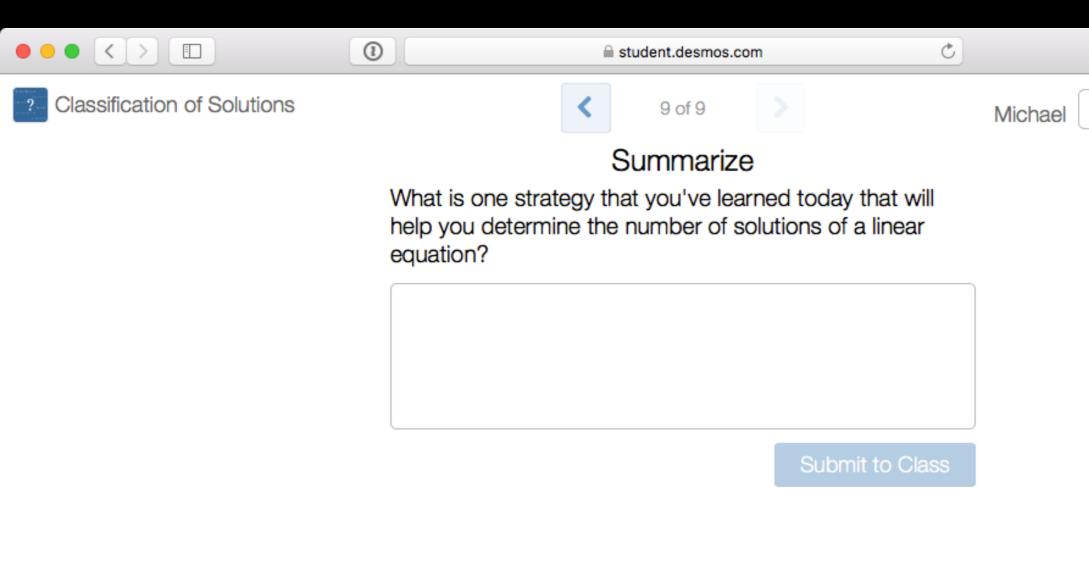
$$0 6 + 5(x-2)$$

$$2x + 4 + 3x$$

$$3x - 4 + 2x$$

$$5x - 4 =$$





Create Account

or

Sign In

How was this different from a typical set of practice problems?

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.







#1





Make a guess that is...

Too low
Too high
Just right

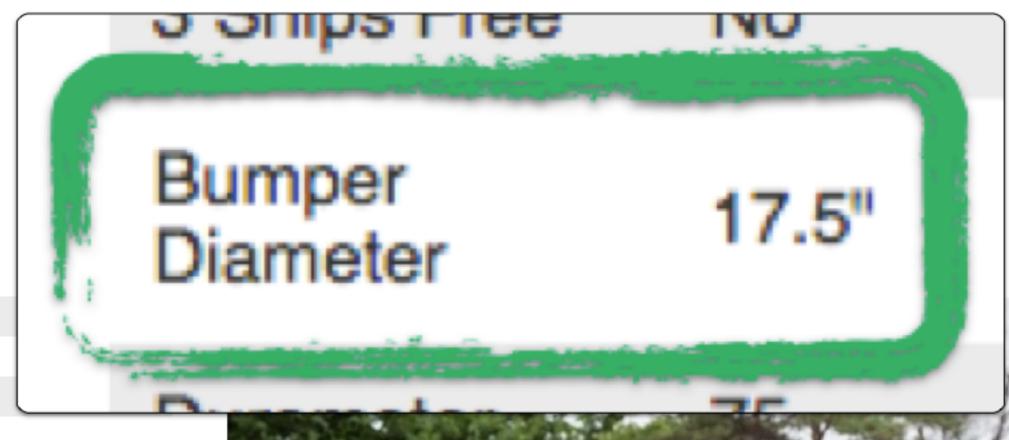
Let's get precise.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.



GEAR SPECS >---

Brand Rogue Fitness

Bumpers Multipurpose

Free Shipping No

Made In USA Yes

3 Ships Free No

Bumper 17 5"

Durometer 75

10lb Plate Width 1 3/8"

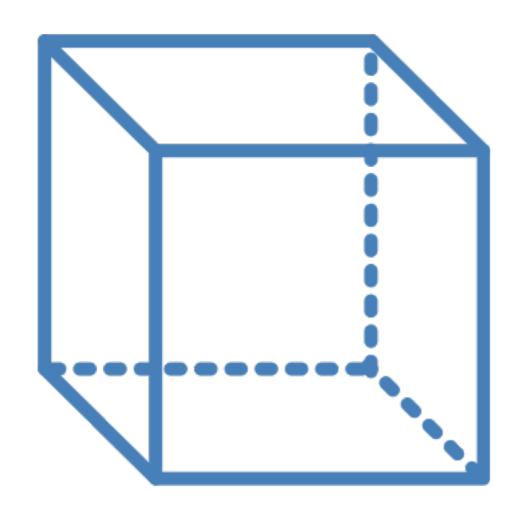
15lb Plate Width 1 7/8"

25lb Plate Width 2 1/4"

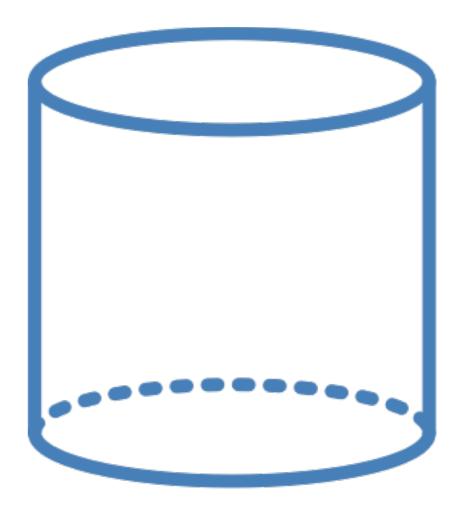
35lb Plate Width 3 1/8" 45lb Plate Width 3 3/4"



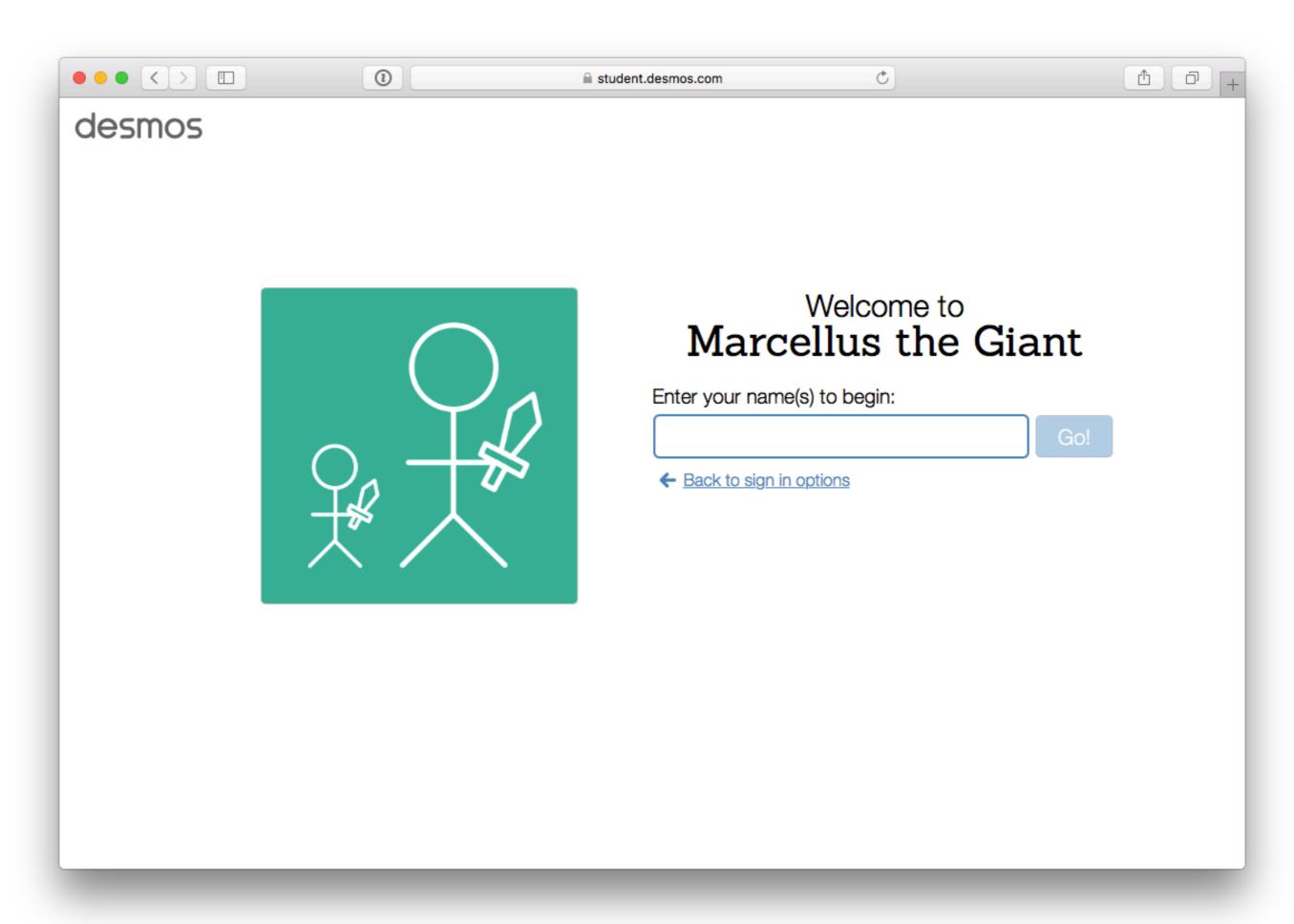




$$V = s^3$$



$$V = \pi r^2 h$$



Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.

Take the number 25, and break it up into as many pieces as you want.

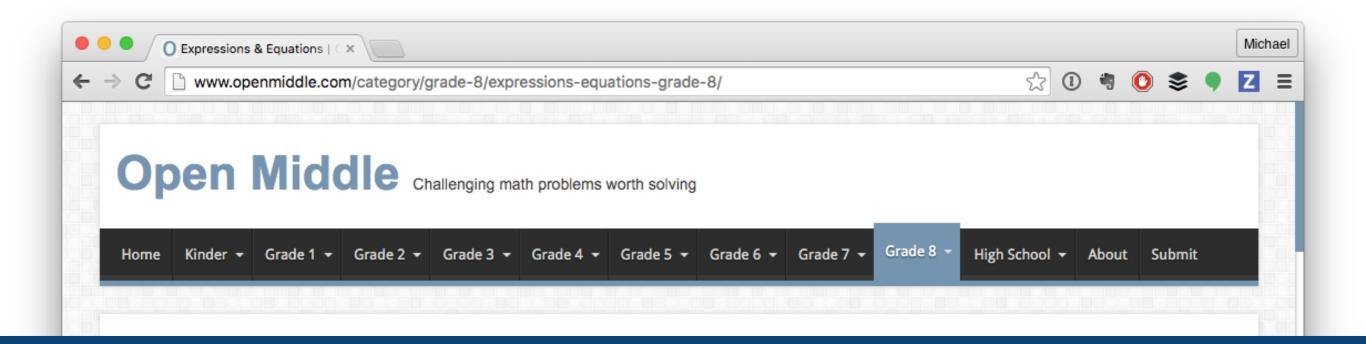
What is the biggest product you can make if you multiply those pieces together?

Create an intellectual need for new mathematical skills.

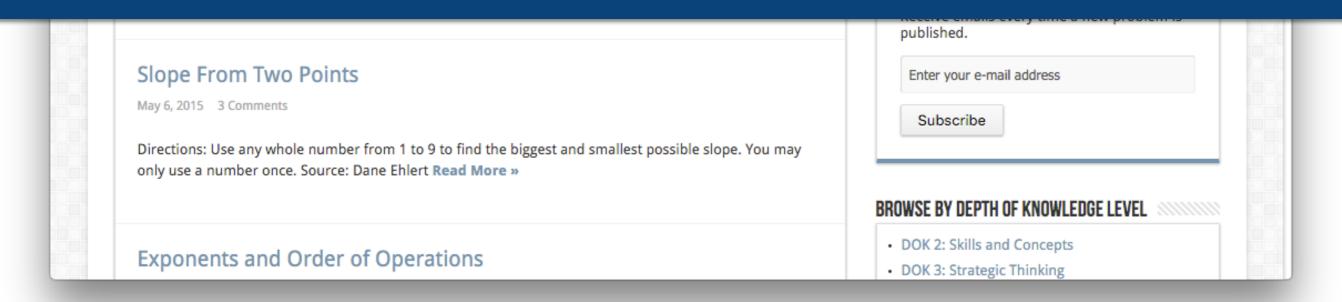
Integrate strategy and practice.

Create an intellectual need for new mathematical skills.

Integrate strategy and practice.



openmiddle.com



4 Principles for

Building

12 Principles for

Building

Ask for informal analysis before formal analysis.

Ask for informal analysis before formal analysis.

Create an intellectual need for new mathematical skills.

Ask for informal analysis before formal analysis.

Create an intellectual need for new mathematical skills.

Create problematic activities.

Delay feedback for reflection, especially during concept development activities.

Delay feedback for reflection, especially during concept development activities.

Connect representations.

Delay feedback for reflection, especially during concept development activities.

Connect representations.

Create objects that promote conversations between teachers and students.

Keep expository screens short, focused, and connected to student thinking.

Keep expository screens short, focused, and connected to student thinking.

Integrate strategy and practice.

Keep expository screens short, focused, and connected to student thinking.

Integrate strategy and practice.

bit.ly/desmos-building-code

Principles for

Building

Facilitating

Michael Fenton

@mjfenton

michael@ desmos.com reasonand wonder.com

twitter email blog