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Algebra Game Notes

January 2012

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MathMITT, Inc. Math Studio, Inc.

Spectrum (Canada)

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Using Autograph with Algebra Game Decks

Happy New Year!

Beginning this January we will be bringing back some of the best ideas features in previous Algebra Game Notes newsletters. The new readers can read about other teacher's earlier ideas.

If you haven't seen our new website, please come visit and tell us what you think.

## Notes from Teachers from August 2009

Several teachers tell us that they have used the kinesthetic Human Slope Wave with students. Twelve students are selected to generate a slope wave, one for each graph card in deck c of

Linear Graphs. Each student takes one graph card fro m Linear Graph deck c to use as their position in the large Slope Wave. The group worths together to decide how to present this slope wave to the rest of the class. The group in the picture is a Human Slope wave of teachers from a workshop training experience in North Carolina.

After the Slope Wave demonstration, students in the class may ask slope related questions of the students in the Wave.



"Teaching mathematics from the middle school to the college level with dynamic software is more effective, more efficientand more fun, for both teacher and student. Lessons are more exciting and effective with Autograph's interactive and visual approach. Autograph is a program designed by a teacher to be used by teachers and students" a quote from the



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## Autograph page of www.MathMITT.com.



All of the Algebra Game Topic Sets lend themselves to the computer applications in Autograph. The decks allow students to select an equation rather than make one up and then use the Autograph Object Key to enter the equation for Autograph to then graph. The graph is best seen when the Cartesian Grid is clicked so that the grid squares are actually squares.

For example, using the Trig deck a and deck b in a Getting Started or basic familiarization activity, allow each student to select one equation (for more than 24 students, you may need two decks of the same level) and click the Object and Equation buttons to enter their equation. Make sure that the Axes domain is -360 to +360. The students will get different graphs. Allow students to locate the graph from the decks to initiate the matching exercise.

The other day I had an occasion to use Autograph with one student who was consistently using the reciprocal of the slope ratio while we were playing Gin Rummy with Linear deck c. So rather than just tell him that it was the reciprocal, I allowed him to enter his slope ratio for an equation in the Object - Equation button and then compare the Autograph equation and graph to the Algebra Game deck c graph card and equation. It took only one or two (I let him try others to satisfy his curiosity) more Autograph confirmations to establish the appropriate ratio in his mind. This student was not an auditory learner - obviously - because he had already been verbally exposed to the explanations of rise over run, etc. He was able to "fix" his own thinking through pattern recognition rather than teacher presented verbal explanations.

To learn about the Algebra Game Topic Set decks, click here.

To learn more about Autograph with algebra, click here.

## About Us

The Math Studio, Inc., has been helping teachers help students for over 30 years. We are looking forward to more!

Sincerely,

Catheryne Draper The Math Studio Inc

Please stop by to visit the booth for MathMITT at the *How To Make Math Count* at Molloy College on January 12, 2012, to see our Algebra Game decks plus other products.