

6-7 TECHNOLOGY ACTIVITIES

Technology activities in *MathLinks* enhance the meaning of the content being studied and increase student engagement. *MathLinks* technology activities typically require software and hardware that is readily available in schools.

Worksheets are periodically provided here when warranted to connect technology activities with *MathLinks* lessons. All links are checked periodically, and we apologize in advance if third-party websites are taken down or links do not work.

Name of Activity	Technology	Description	Links
Robots: What a Point in a Scatter Plot Means	Desmos	<p>Though 6th grade students are not required to use scatter plots, this activity allows for graphing and interpreting ordered pairs and points in a fun context, and is helpful for basic Quadrant I graphing.</p> <p>Use prior to lesson 7.1.</p>	<p>https://teacher.desmos.com/activitybuilder/custom/5d6481f509c70b736bd7dd64?collections=featured-collections%2C5da898696bbf930b15993ff0</p> <p>See 6-7 Essential Skills Battling Ships for more practice.</p>
Battle Boats “primary grades” version	Desmos	<p>Students play a coordinate plane game based on the old “Battleship” game. Be sure to use this primary grade version, as it is an exploration in Quadrant I only.</p> <p>Use prior to lesson 7.1.</p>	<p>https://teacher.desmos.com/activitybuilder/custom/58f53fc09c2d690fce53563a</p> <p>See 6-7 Essential Skills Battling Ships for more practice.</p>
Visual Patterns	Public domain website	<p>This site offers a huge number of varied patterns that can be used to create more problems like those in lesson 1.</p> <p>Use anytime.</p>	<p>www.visualpatterns.org</p>
Graphing Calculator Exploration: Points and Lines	Desmos calculator	<p>Students explore the Desmos calculator by inputting ordered pairs of points into tables, writing input-output equations to describe the relationships, and checking that the points all lie along a straight line by inputting the equation.</p> <p>Use with lesson 7.1 or 7.2.</p>	<p>www.desmos.com</p> <p>Use Worksheet: Graphing Calculator Exploration: Points and Lines</p>
Function Machine	Public domain website	<p>Students, or the computer, generate input values, watch what the machine outputs, and find the input-output rule.</p> <p>Use with lesson 7.1 or 7.2.</p>	<p>https://www.mathplayground.com/functionmachine.html</p> <p>Use Worksheet: Function Machine</p>