

## 7-3 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
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><a href="http://www.visualpatterns.org">www.visualpatterns.org</a></p>
Constant of Proportionality	Desmos (note that this is an older, "non-supported" activity)	<p>Students create lines through the origin and find points on these lines. Then they describe the meaning of the points and the constant of proportionality in the context of the problem.</p> <p>Use with lesson 3.1.</p>	<p><a href="https://teacher.desmos.com/activity-builder/custom/56097548686358ae072fff2d">https://teacher.desmos.com/activity-builder/custom/56097548686358ae072fff2d</a></p> <p>Use Worksheet: Constant of Proportionality</p>
Turtle Time Trials	Desmos	<p>Students connect animated videos of turtle races to other representations (tables, graphs, and equations). Some relationships are proportional and some are not.</p> <p>Use after lesson 3.2.</p>	<p><a href="https://teacher.desmos.com/activity-builder/custom/5da9e2174769ea65a6413c93?collections=featured-collections%2C5d939bb5a577d244fa315ebd">https://teacher.desmos.com/activity-builder/custom/5da9e2174769ea65a6413c93?collections=featured-collections%2C5d939bb5a577d244fa315ebd</a></p> <p>Use Worksheet: Turtle Time Trials</p>
The Running Game	Desmos	<p>Students explore a potentially proportional relationship as they interpret pictures on stopwatches to predict running distances and times.</p> <p>Use after lesson 3.2.</p>	<p><a href="https://teacher.desmos.com/activity-builder/custom/563a5a1b3f80f2fd0b7c8074">https://teacher.desmos.com/activity-builder/custom/563a5a1b3f80f2fd0b7c8074</a></p> <p>Use Worksheet: The Running Game</p>