Spinning Quadrants

All linear equations can be written in the form

$$y = mx + b$$

y=mx+b In this game, you will play in a group of 2 to 4 people.

When it is your turn

- 1. You will spin both spinners
- 2. Each player picks a quadrant starting with the player whose turn it is and moving clockwise around the table. Two players may not pick the same quadrant.
- 3. Use the *m* and *b* to make an equation and graph it on the calculator.
- 4. If the graph <u>does</u> go through the quadrant you picked, you get a point.

