## •Shakin' Our Groove Line





## When y = 1, x = 1, and so on and so on.

**y**= **x** 

Positive Slope

•Copyright © 2010 Intel Corporation. All rights reserved. Adapted with permission. Intel, the Intel logo and the Intel Education Initiative are trademarks of Intel Corporation or its subsidiaries in the U.S. and other countries. \*Other names and brands may be claimed as the property of others.





These lines are parallel. Their slope is undefined.

•Copyright © 2010 Intel Corporation. All rights reserved. Adapted with permission. Intel, the Intel logo and the Intel Education Initiative are trademarks of Intel Corporation or its subsidiaries in the U.S. and other countries. \*Other names and brands may be claimed as the property of others.

## X<sup>2</sup>, (X+6)<sup>2</sup>, (X-6)<sup>2</sup>



•Copyright © 2010 Intel Corporation. All rights reserved. Adapted with permission. Intel, the Intel logo and the Intel Education Initiative are trademarks of Intel Corporation or its subsidiaries in the U.S. and other countries. \*Other names and brands may be claimed as the property of others.

 $y_1 = -x + 1, y_2 = -x + 4$ 



Notice that the two slopes at the left are negative. That is why the two lines are going down and to the right. In the two equations above, the slope is being added to a number. That number determines where the lines cross on the y-axis!

•Copyright © 2010 Intel Corporation. All rights reserved. Adapted with permission. Intel, the Intel logo and the Intel Education Initiative are trademarks of Intel Corporation or its subsidiaries in the U.S. and other countries. \*Other names and brands may be claimed as the property of others.

## Communicating Ideas Through Movement

- We found that you can communicate math ideas through dance moves.
- You need a common language to communicate and we had one, but we used different ways of representing our equations:
  - Graphs (on calculator and paper)
  - Tables
  - Dance moves