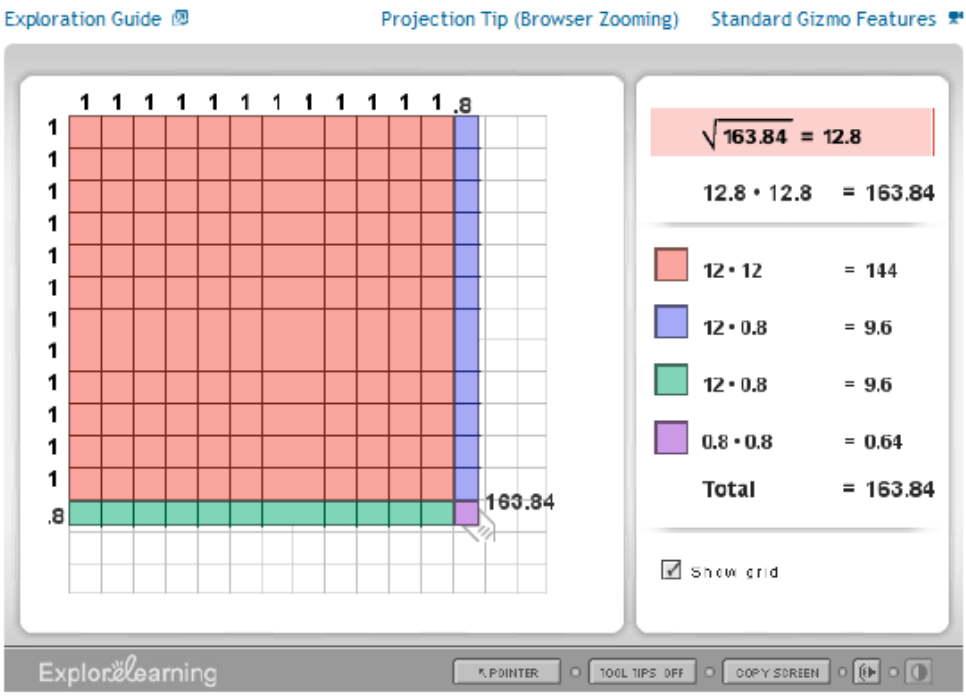
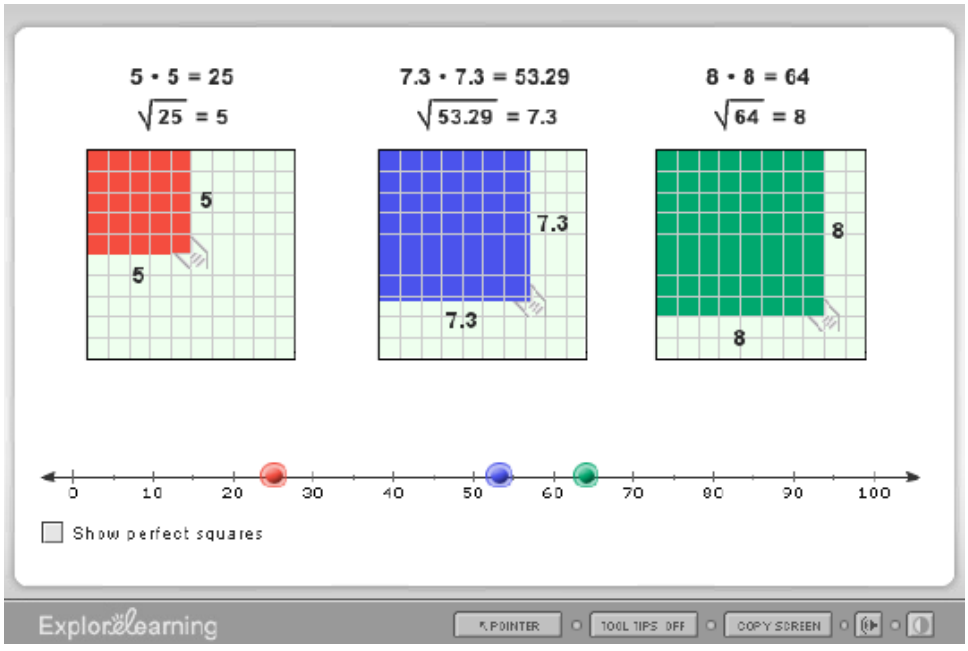
Liste des Gizmos

Math 10-20-30

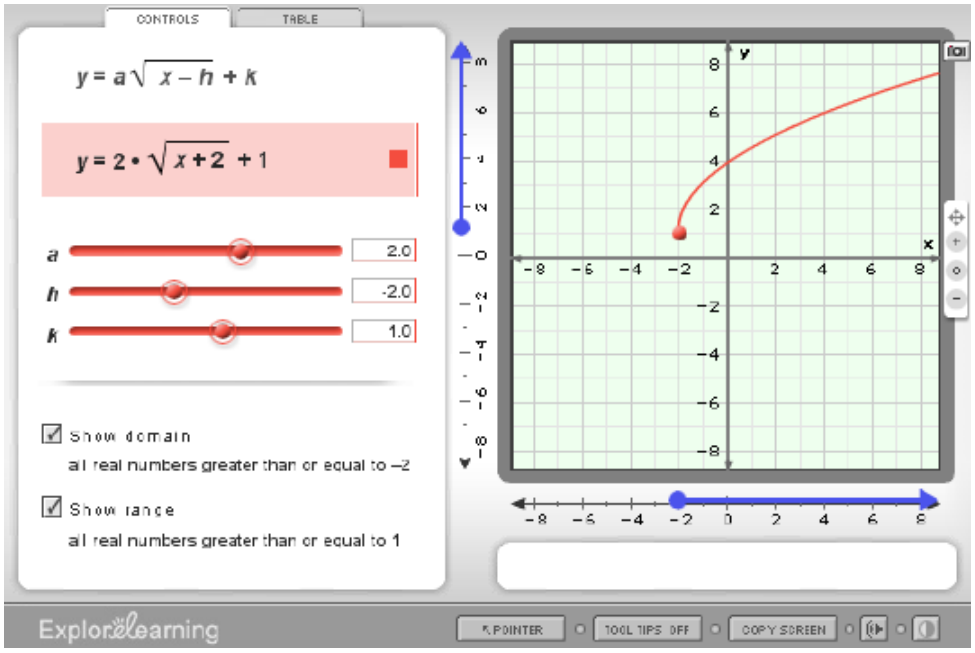
Square roots



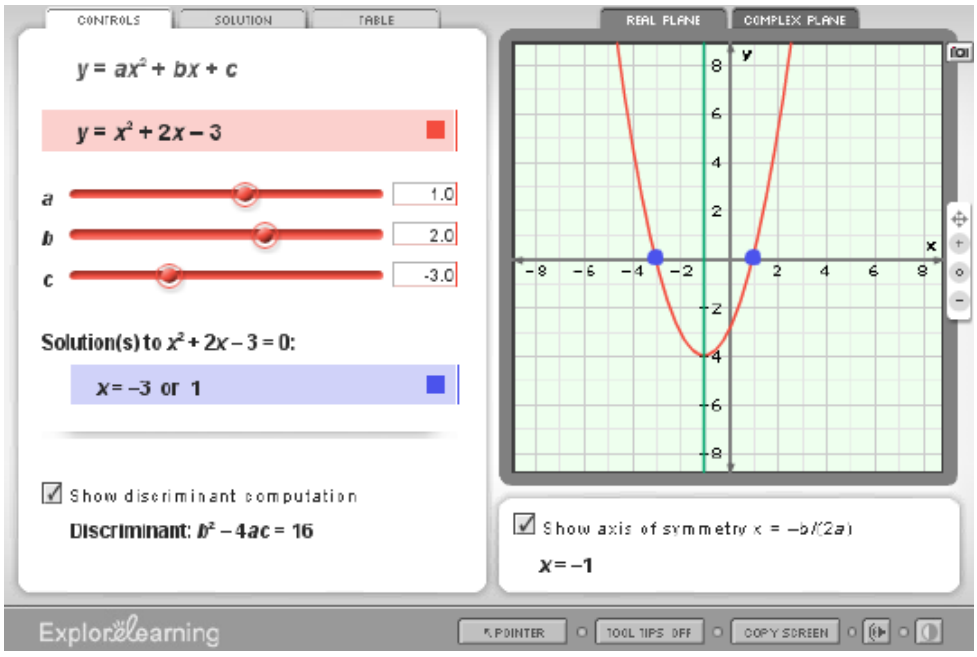
Ordering and Approximating Square Roots



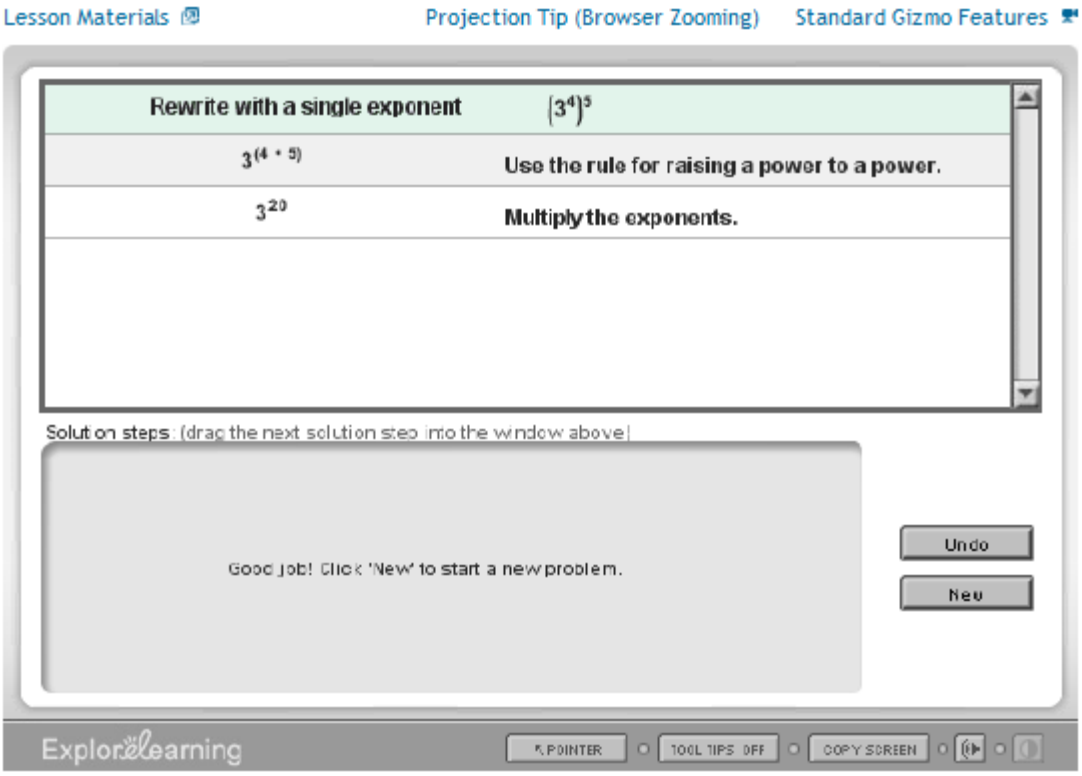
Function Involving Square Roots



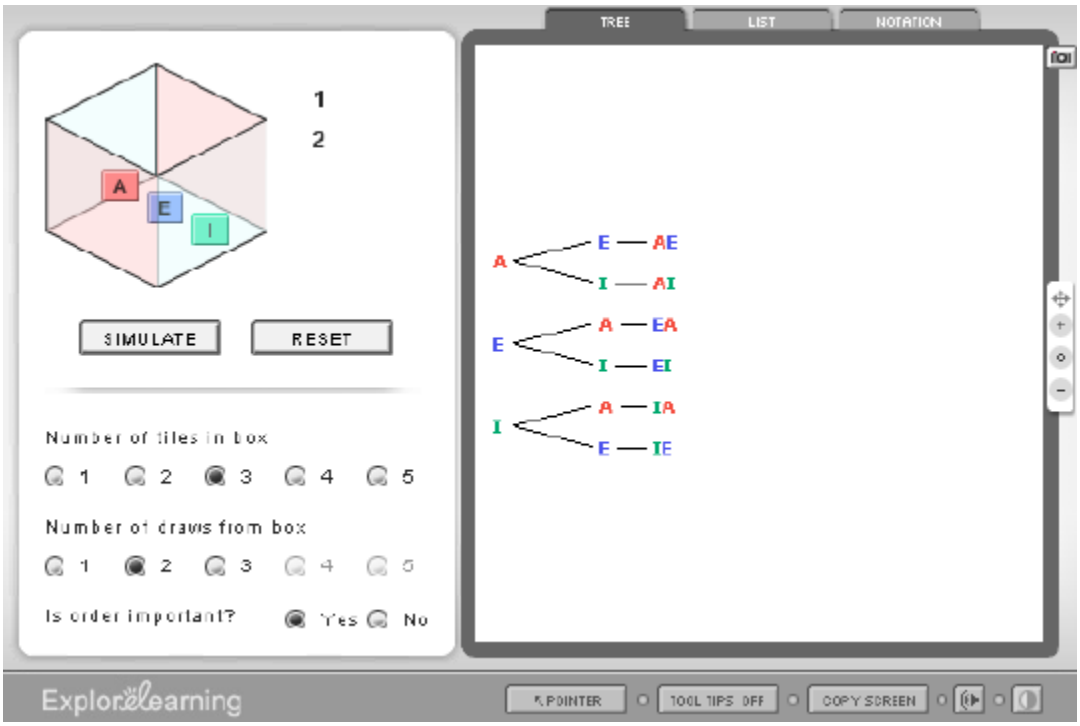
Roots of a Quadratic



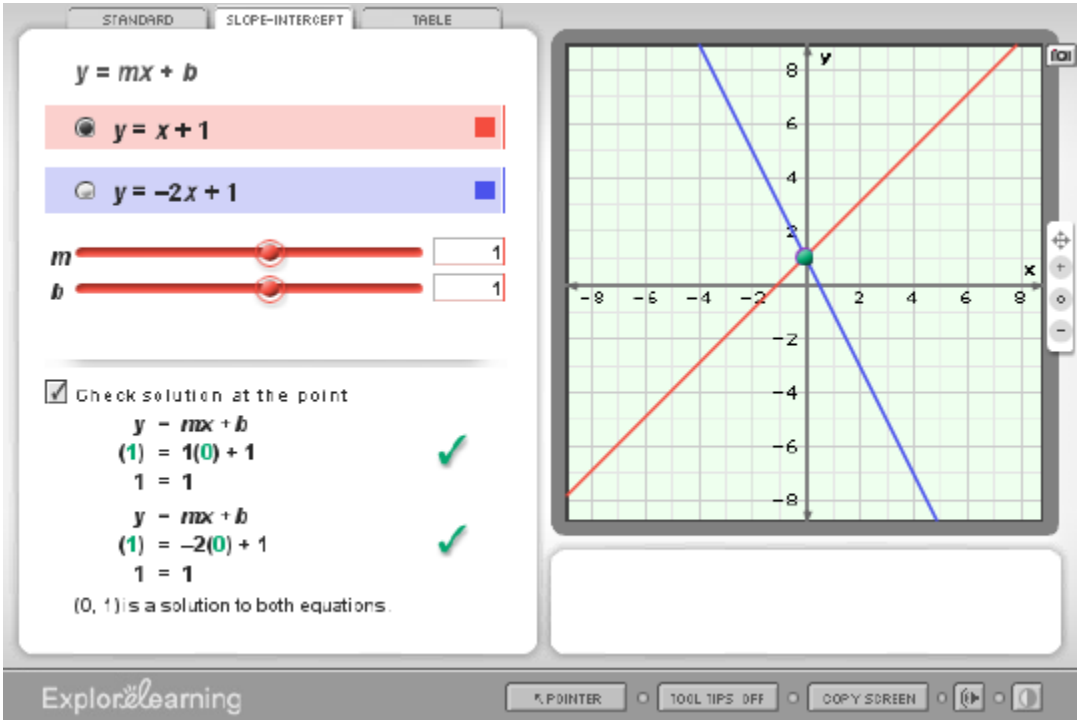
Exponents and Power Rules



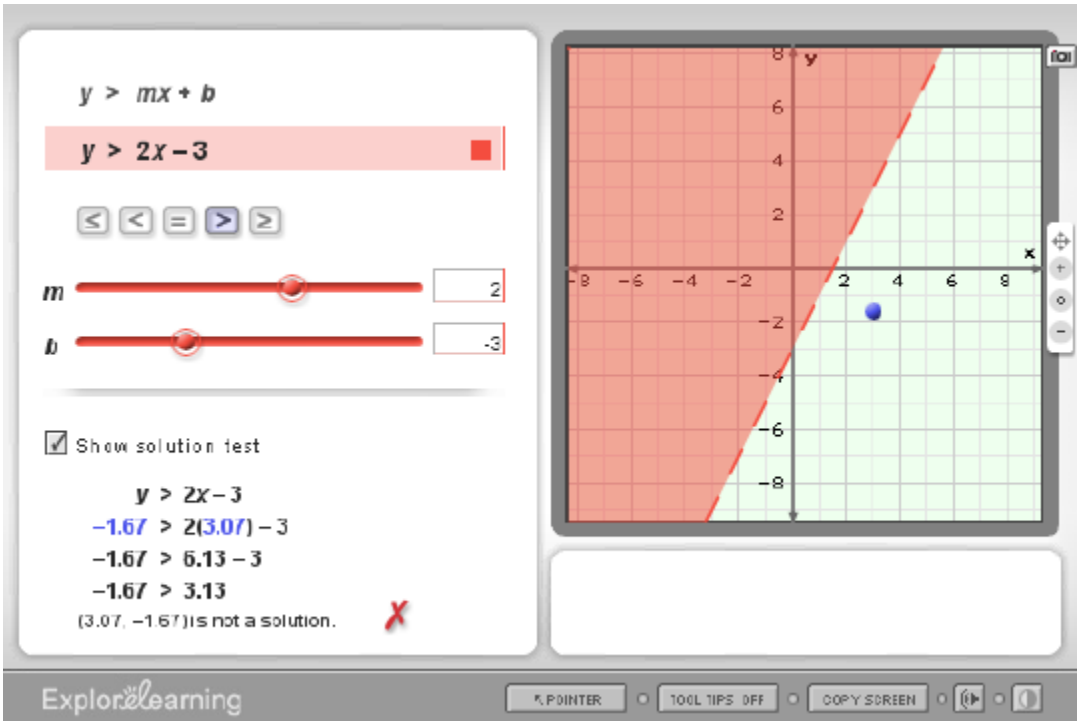
Permutations and Combinations



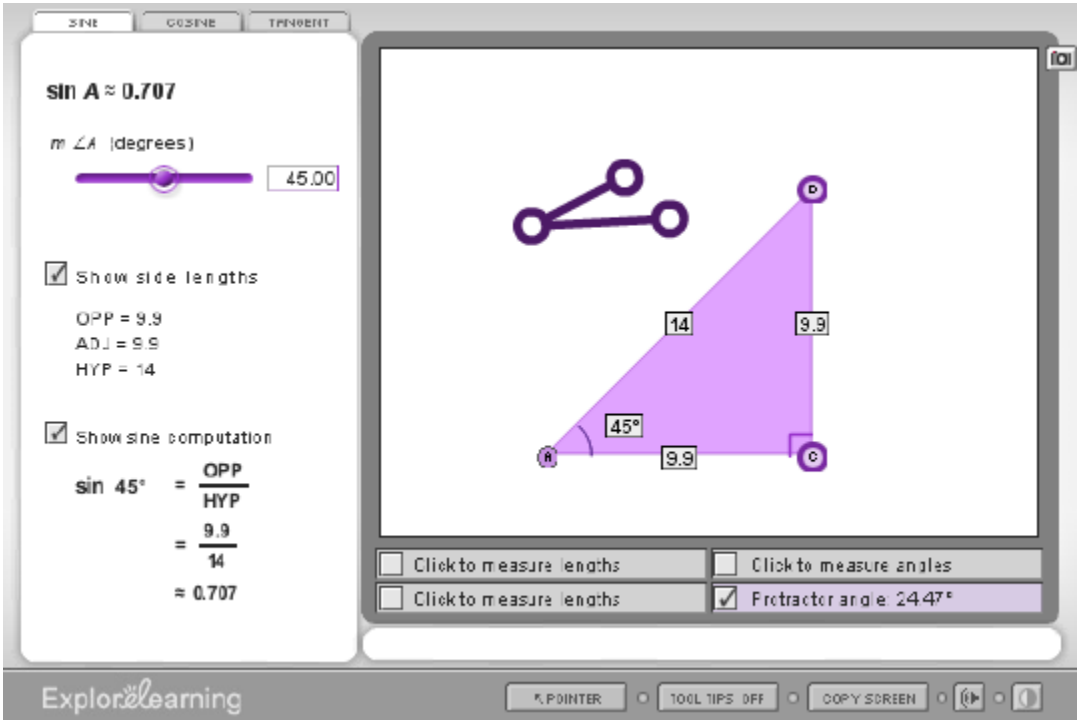
Solving Linear Systems by Graphing



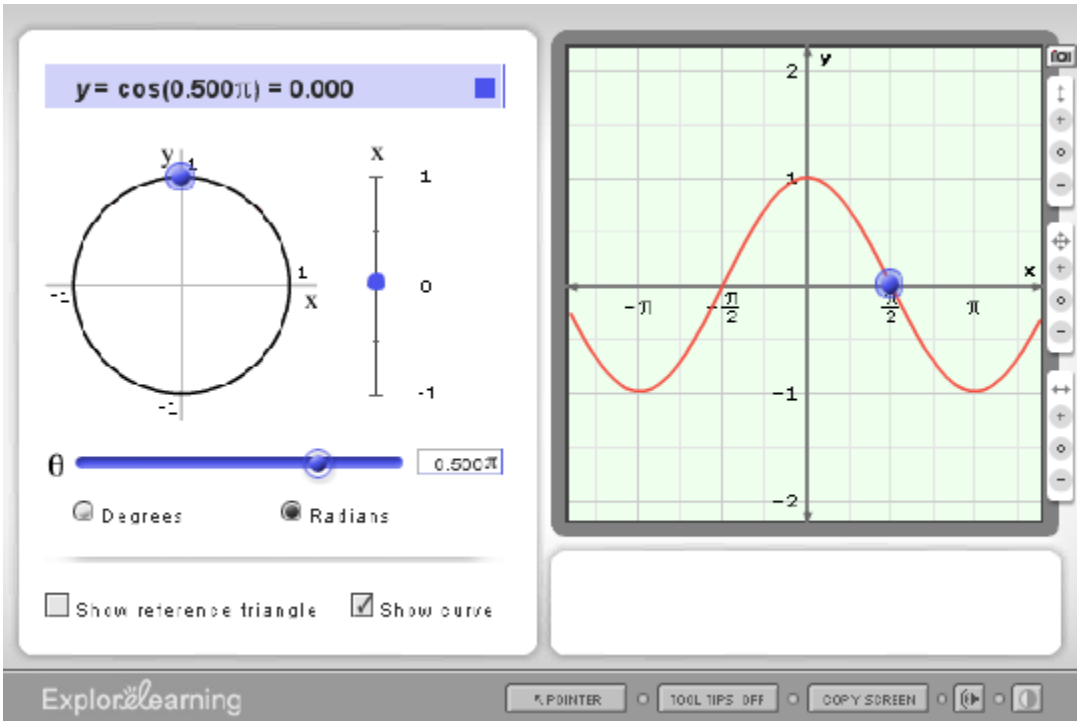
Linear Inequalities in Two Variables – Activity A



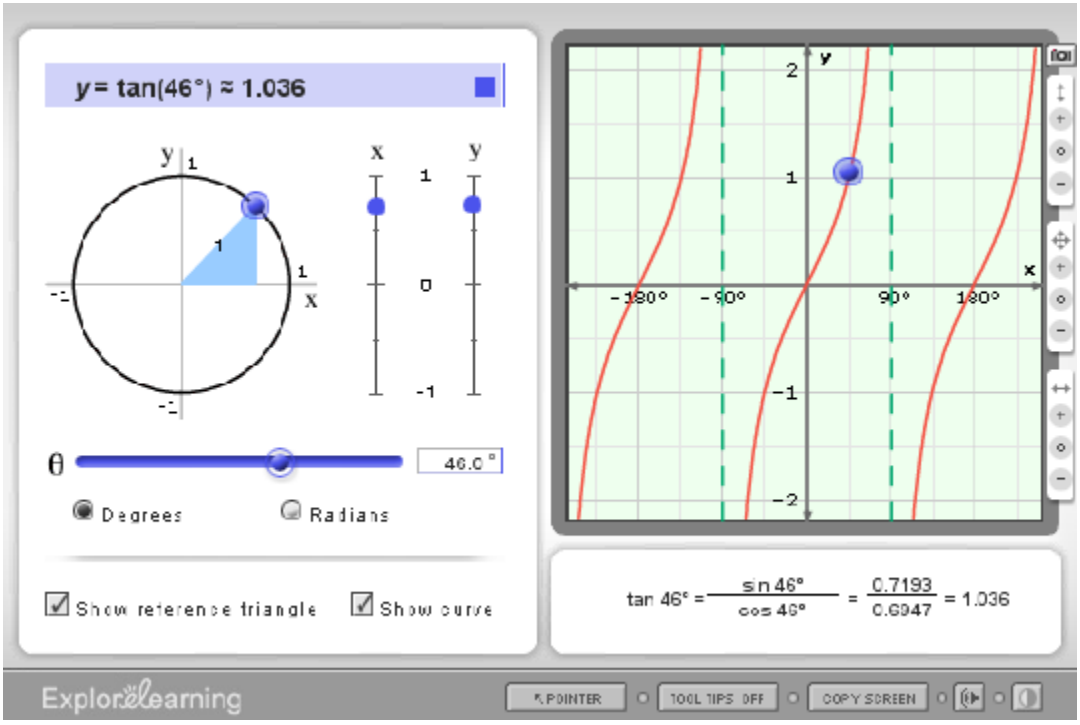
Sine, Cosine and Tangent



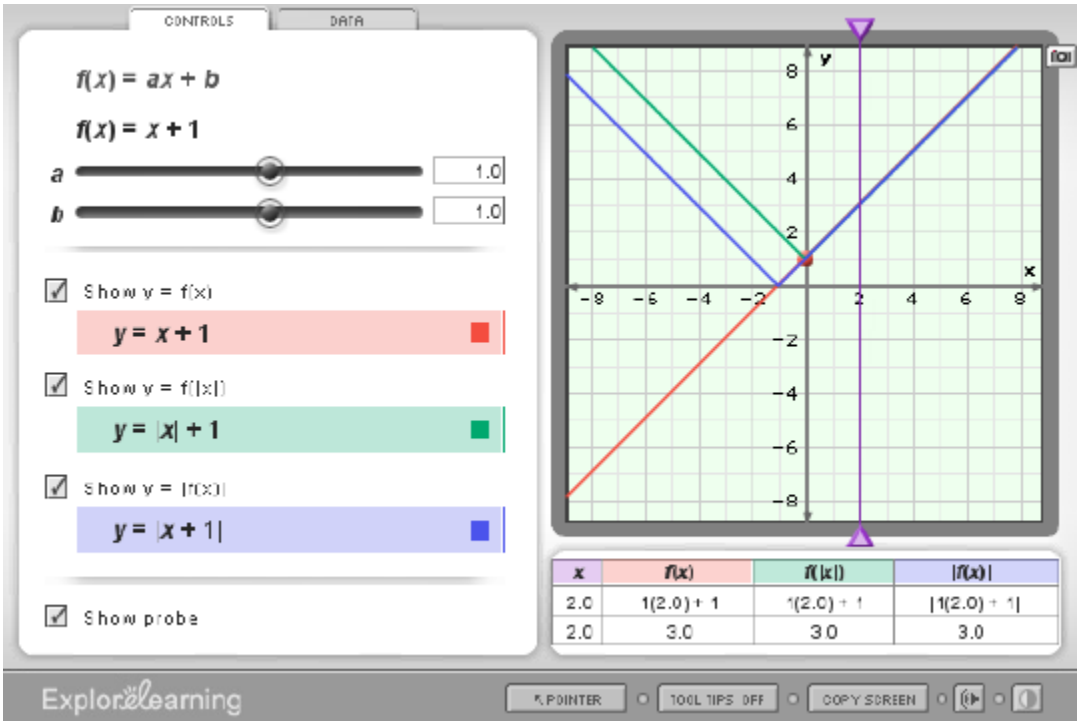
Cosine Function



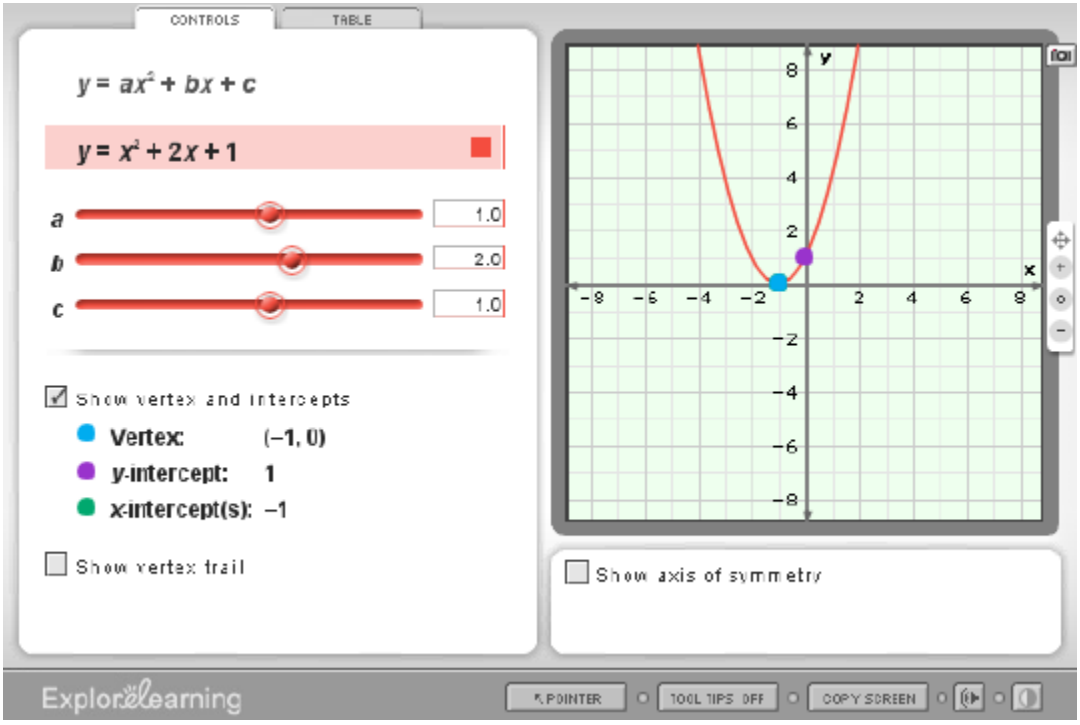
Tangent Function



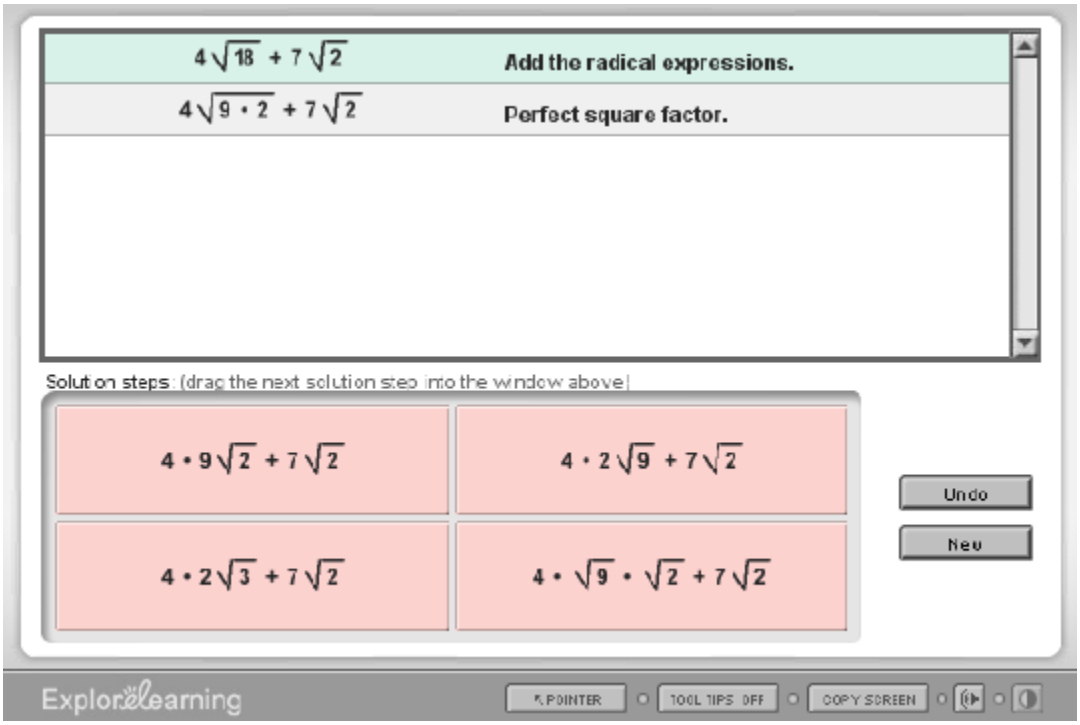
Absolute Value with Linear Functions – Activity B



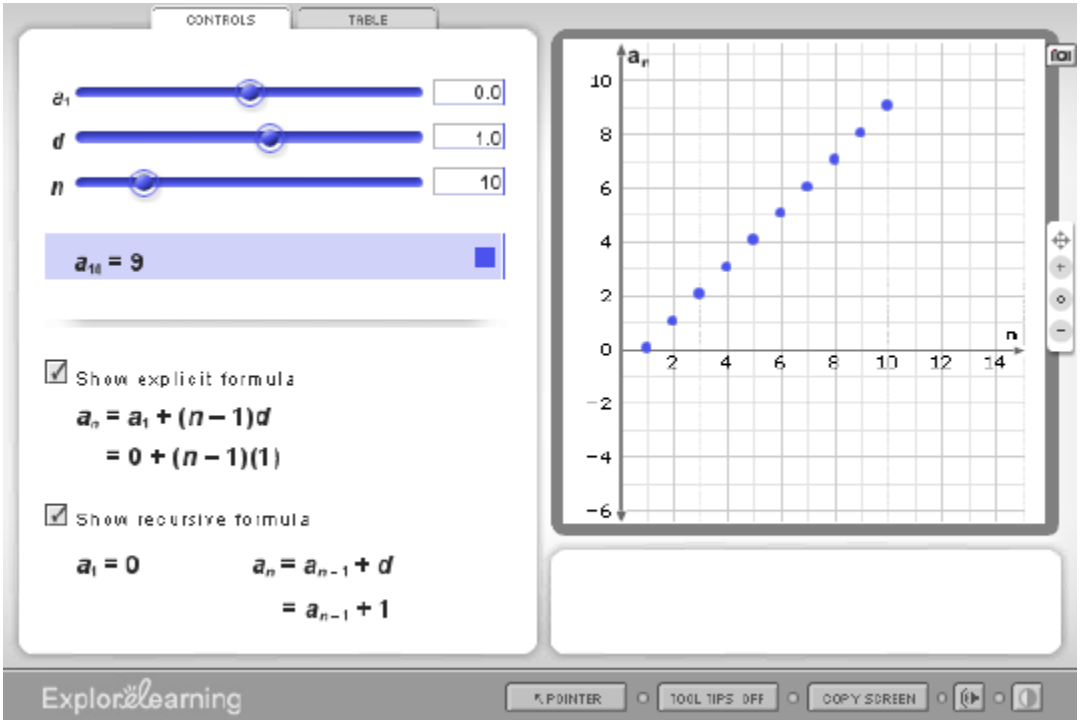
Quadratics in Polynomial Form – Activity A



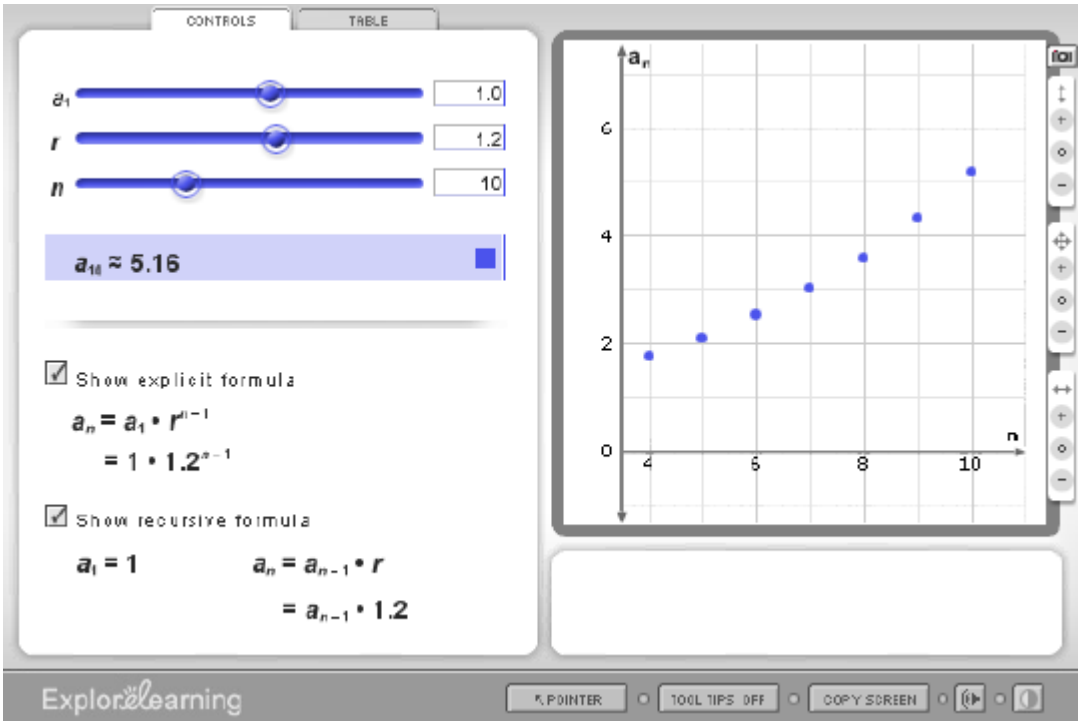
Operations with Radical Expressions



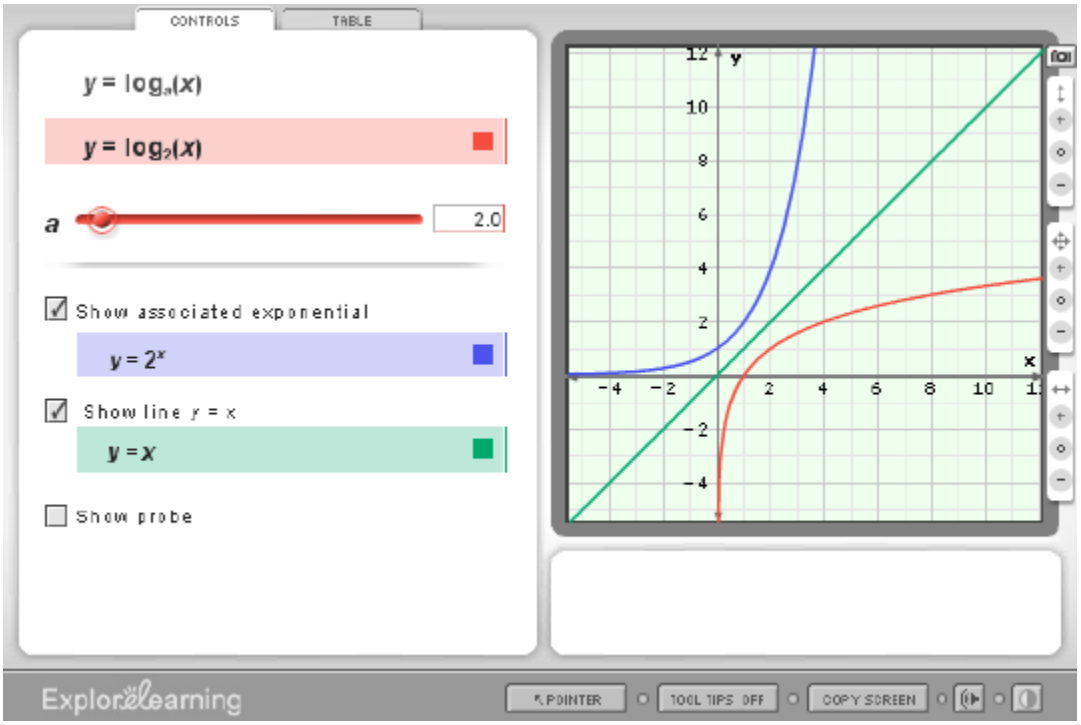
Arithmetic Sequences



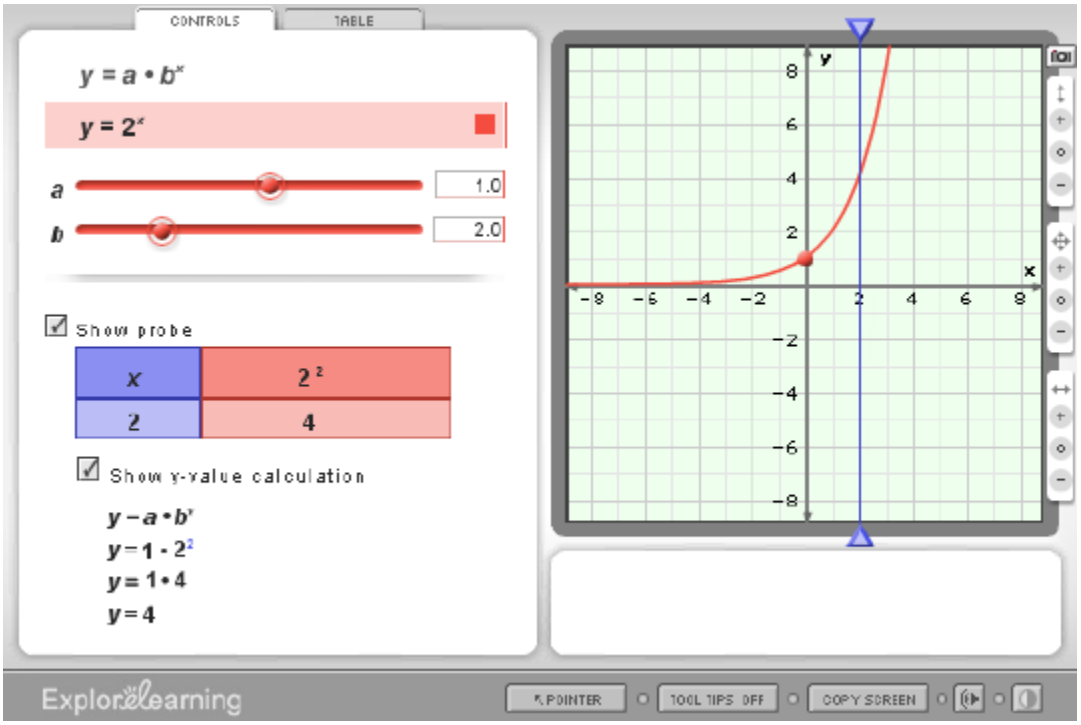
Geometric Sequences



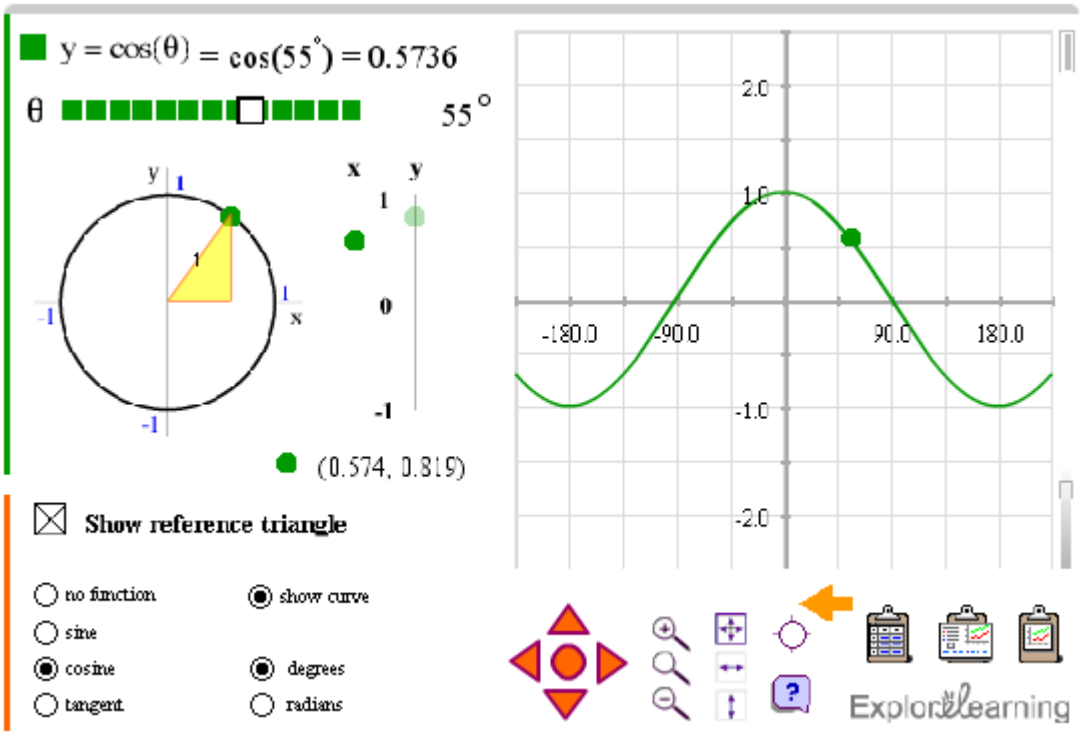
Logarithmic Functions – Activity A



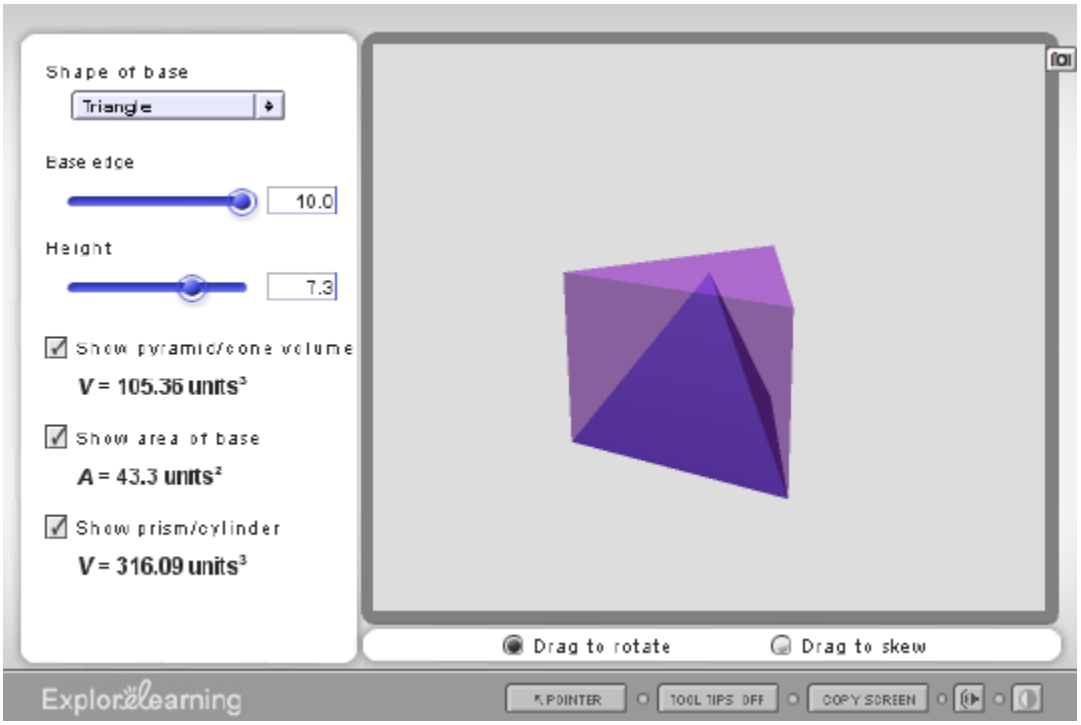
Exponential Functions – Activity A



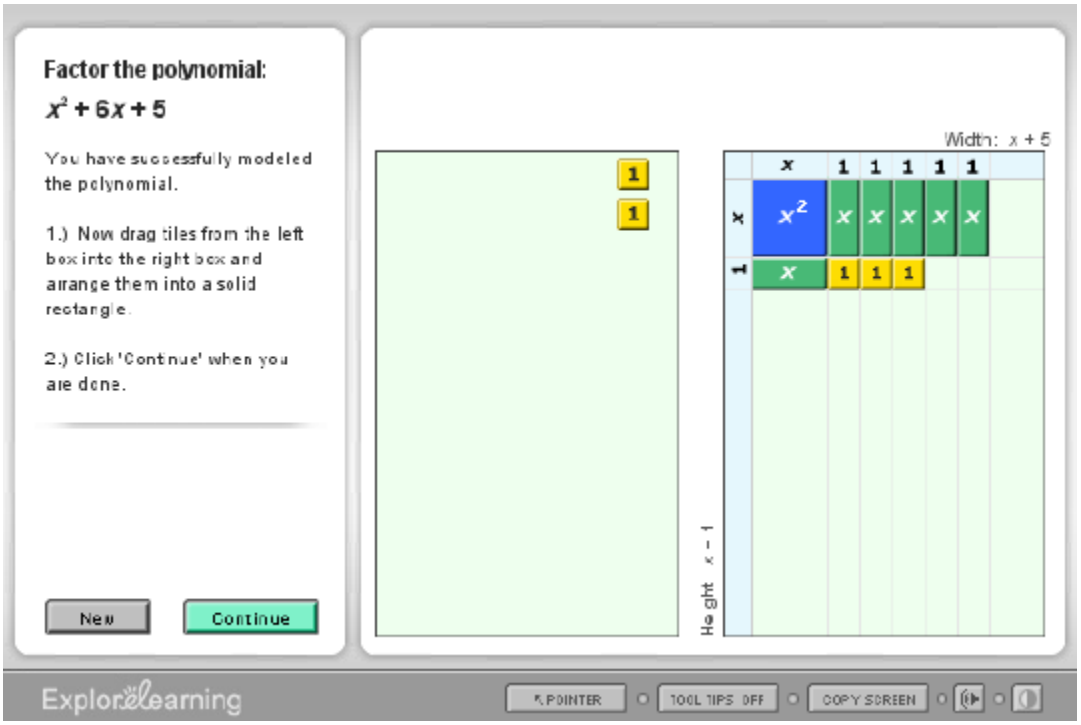
Unit Circle



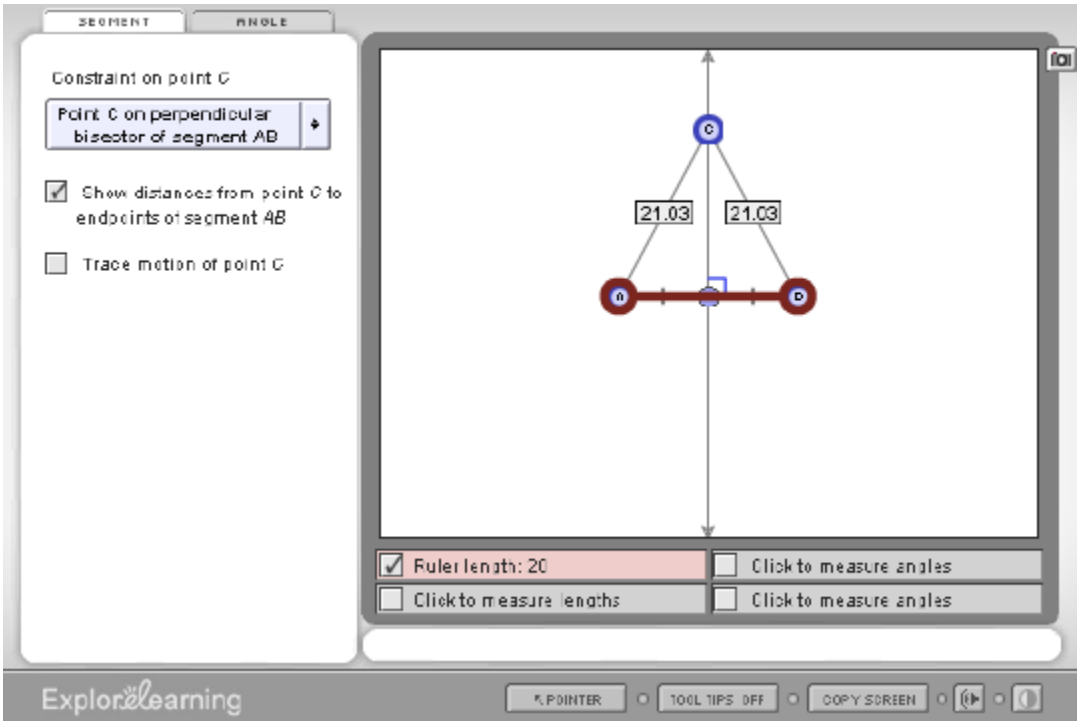
Pyramids and Cones



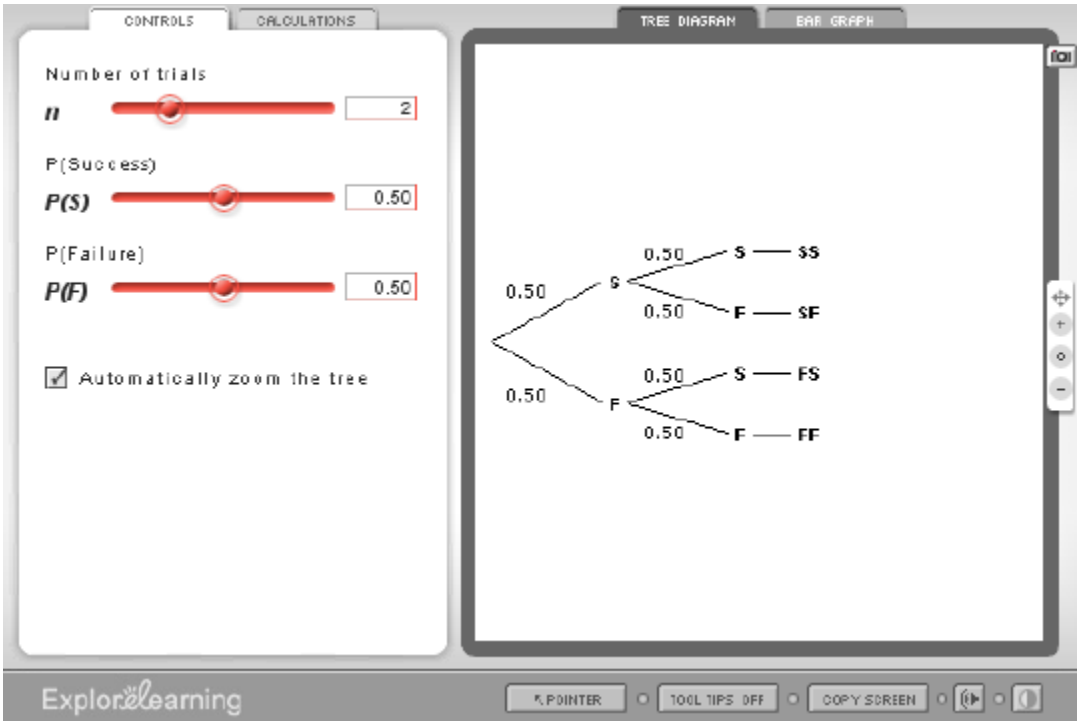
Modeling the Factorization of $x^2 + bx + c$



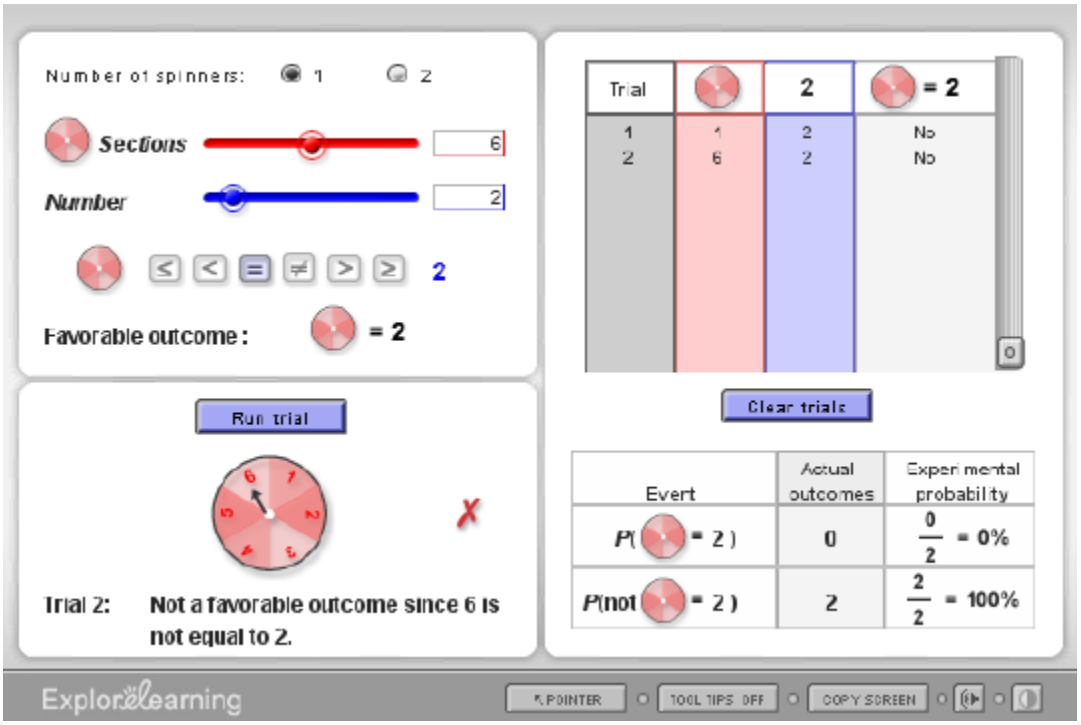
Bisectors in Triangles



Binomial probabilities



Probability Simulations


Number of spinners: 1 2
Sections 6
Number 2
≤ < = ≠ > ≥ 2
Favorable outcome: = 2
Run trial
Trial 2: Not a favorable outcome since 6 is not equal to 2.
Trial 2 = 2
1 1 2 No
2 6 2 No
Clear trials
Event Actual outcomes Experimental probability
P(= 2) 0 0/2 = 0%
P(not = 2) 2 2/2 = 100%
ExplorerLearning
POINTER
TOOL TIPS OFF
COPY SCREEN