Guess My Rule

This game uses the table feature of the calculator. One person enters a function rule into the calculator. The others suggest x-values, look at the corresponding y-values and attempt to guess the function.

1. Use [] to set
   TblStart to 0,
   []Tbl to 1,
   Indpnt to “Ask”, and
   Depend to “Auto”

2. Turn off the overhead and enter your function into the [] menu.

3. Press [] to go to the table.
   Turn on the overhead.
   Have students suggest x-values, one at a time. After seeing the corresponding y-value, the student has a chance to identify the function.

4. To play again, enter another function in the [] menu. Be sure to delete the x-values in the table before beginning the game.