The Slope Game

For GSP5

Imagine a game that combines the best elements of laser tag, Doom, and chess. This is not that game, but it is still a fun math game that's good for solidifying your sense of slope. The game works best with a partner (this is how it's described), but you can also play it alone if you hide the labels and cover the slope measurements before dragging the lines.
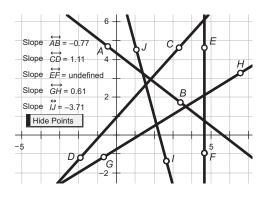
PLAYING THE SLOPE GAME

1. In a new sketch, press and hold the **Straightedge** tool in the Toolbox. Choose the **Line** tool from the menu that pops out.

2. Draw five different random lines in your sketch.

> Click and release only in blank space so that none of the lines are attached to each other.

3. Measure the slopes of the five lines by selecting all of them at once and choosing **Measure | Slopes.**

> An easy way to select all the points is to choose the **Point** tool and then choose **Edit | Select All Points.**

4. Create a *Hide/Show* action button by selecting all the points and choosing **Edit | Action Buttons | Hide/Show.**

5. Press the button to hide the points.

6. Challenge your partner to match each measured slope with a line. Your partner must drag each measurement on top of the line it matches.

7. When your partner has finished guessing, press the button again to show the points. Your partner receives one point for each correctly matched slope.

> You can scramble the lines automatically by selecting them and making an Animation button. Press the button to start scrambling the lines; press it again to stop.

8. Switch roles. While you look away, your partner will scramble the lines and hide the points. Now it's your turn to match the slopes with the lines.

9. After a round or two, you can add more lines to make the game more challenging.