Spinning Quadrants

All linear equations can be written in the form

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 *does* go through the quadrant you picked, you get a point.

***m b***

**-2**

**0**

**0**

**-1**

**1**

**2**

**-3**

**3**

**-2**

**0**

**0**

**-1**

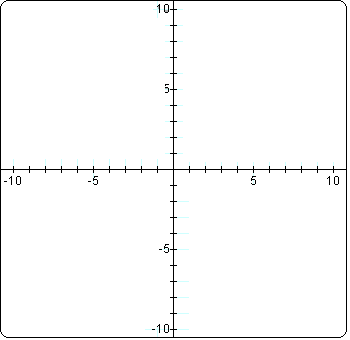
**1**

**2**

**-3**

**3**

y = x +



**I**

**III**

**II**

**IV**