

Audience “key take-aways”

I can see how this lesson helps develop conceptual understanding of a key concept in algebra - so important!
I like that it can be used as an introduction.
I liked how students could do many experiments without feeling bad about their mistakes - and learn from those mistakes!
100% participation!
Experiments without consequences.
Students can use trial and error to learn the skill—the visual is nice
I love the way it repositions mistakes for students.
I like the immediate feedback students get through some of the error analysis by changing numbers/teachers also get great checks for understanding and formative assessment data through the use of this program. Love the real time!
It’s so interesting (and useful!) that students are more willing to take risks, experiment, and make mistakes on Desmos as they learn, compared to paper and pencil work.
Pacing is always an issue!!!
I like the trial and error within this lesson. I think this is a great application for visual learners.
I love that while it is trial and error, it’s real time feedback to help guide their thinking.
In line with the comments above, there’s great opportunity to ask students to think speculatively about “what might happen if you do X, Y, or Z” in Desmos. Ask students to predict; then try something out; then explain if what happened is what they expected to happen and why/why not.