




TI-nspire Scavenger Hunt



name: _____

date: _____


You won't be an expert after going through these sheets, but hopefully you'll learn enough basics to be wowed and be able to navigate your way around for future uses. **SUGGESTION:** check off each # as you complete it.

1. Press the home key to turn it on. 
2. After staring at all your options, find the  glider key in the middle and use it like a touchpad to move the arrow around your screen.
3. Next click on **each** of the **arrows** on the  button to see what effect that has.

(notes): _____


4. Next find a third way to choose your options from the screen (hint: "A. Calculate" or "2. My Docs").

(notes): _____

5. Take about 2 minutes to click on the different options available to you. ALWAYS come back home between explorations by pressing 

6. Come home now, and let's learn more about the various capabilities of our new ~~toy~~ calculator.

CALCULATOR OPTION

7. Choose **A. Calculate** to go to the appropriate screen.
8. Type and explore for 30 seconds.
9. Stop. Type something and **DON'T** hit . Decide you've made a mistake, and figure out how to erase your whole entry in **2 different ways**.


(notes): _____

10. After you've ENTERED, Type **768 + 2** and DON'T ENTER. Oops, you really wanted **968 + 2**. Figure out how to change **JUST** the **7** to a **9** without erasing everything else.

(notes): _____

11. Make sure you have a few calculations on your screen. Figure out how to **copy/paste** a calculation (not the right hand side answer, but the left hand side work) from (say) 3 entries ago.

(notes): _____

12. Click on the button . You know at least 4 of the symbols. Play with those and describe their uses.

(notes): _____

(notes): _____

(notes): _____

(notes): _____

13. Pick a 5th symbol you don't understand and explore and describe your best guess of its function.

(notes): _____

14. Find 2 ways of typing in 5^3 .

(notes): _____

15. Figure out how to type in $6^4 - 2^5$. An issue should come up. Jot down how you fixed it.

(notes): _____

16. Find 2 ways of calculating $\sqrt{32}$.

(notes): _____

17. Find 3 ways of typing in $7/5$.

(notes): _____

18. For all those ways, what shows up on the RHS of your screen? _____

19. Type in $7/5 \approx$ (Find this wavy equal sign; it's blue). What's the purpose of it? _____

20. Last thing (for now) on the calculator portion. Suppose you want to evaluate $\frac{y+2}{3y^2-5}$ for various values of y . Let's learn 2 ways of **storing** numbers in y .

21. Find the blue "sto \rightarrow " and type in **7 sto \rightarrow y**. Note that now $y = 7$. Type in **5y** to make sure you get 35.




22. Now try **y := 2**. Note that **:=** is a 2nd way to store or define a variable, and it's also blue. Type in **5y** to make sure you get 10.

23. Okay, so currently $y = 2$. Use the  key to figure out how to type in $\frac{y+2}{3y^2-5}$.


(notes): _____

GRAPH OPTION

24. Go home. Then choose **B. Graph**. You should see an xy -plane and *potentially* a box at the bottom with $f1(x) =$. Let's explore.

25. Click the  button and explore all the options for a bit. If you happen to change anything on the graph, then **UNDO** it either by  or by .


26. In the MENU, find **Show Grid** and choose it. Notice that, shockingly, a grid appears.

27. Move your arrow/cursor around the screen until it's on the y -axis and a hand appears near a tick mark. Close the hand using  to choose the blue "closed hand" on the large center glide pad. Then glide the hand up and down and notice what happens. Click to finalize your new scale.

28. Try the same actions with your x -axis.

29. Let's change the scale another way. Choose **MENU > 4: Window/Zoom > 1: Window Settings**. Use the (tab) button to jump between boxes and make the choices to create
 $-10 < x < 10$ with XScale = 1, and
 $-6 < y < 6$ with YScale = 1. (tab) to the **OK** button and press.
30. Let's graph a line. If you don't see "f1(x) = _____" at the bottom of your screen, press (tab) to get it.
31. Type in **m · x + b**. Make sure you **multiply** the m and the x. Otherwise, the calculator thinks it's a new variable with the 2-letter name, mx.
32. Oh no! Nothing happened or did it? We need to define the variables "m" and "b" so the calculator knows what to graph: **MENU > 1:Actions > 7:Insert Slider**. Change "v1" to "m".
33. Repeat this with a 2nd slider, and change "v1" to "b". Your graph should now appear.
34. Explore what happens by grabbing the slider and changing each of the **m** and **b** values.
35. You can also double click on the # value until a box appears around the # then (ctrl) **clear** and type in a value. Try a negative value for each of m and b.

GEOMETRY OPTION

36. Go home. Choose the  option at the bottom of the screen.
37. Explore your MENU options and remember to (ctrl) **Z** to undo your explorations.
38. Choose **MENU > 9:Shapes > 2:Triangle**. Then move around your screen and click on 3 places for the vertices. Then (esc) to finish your triangle.
39. Let's measure an angle: **MENU > 8:Measurement > 4:Angle**. Click on the 3 different vertices, and note that you'll be measuring whatever YOUR 2nd clicked vertex it. (esc).
40. Now grab a vertex with your hand (NOT THE TRIANGLE, but only a vertex), and move it around and watch the angle measurement.
41. Figure out how to measure the triangle area. Do it. Move around various vertices to see the effect on the area.

42. If you've finished everything, and if there's time, then explore other aspects of the calculator. Please note that everyone has to use tool, so leave your calculator in a state that works for others. Do not delete or change or save things that will make more work for your teacher or others. Don't MAKE me give you the stink eye ... or worse.

(notes): _____