

WHAT'S MY LINE?

OVERVIEW

In What's My Line?, Teams of students move from station to station in a carousel fashion, identifying the lines on graphs which match given equations displayed around the classroom. The goal of this game is for students to review the various parts of the slope-intercept form of an equation and to ensure that students can read and interpret an equations written in this form.

MATERIALS

- 1 cell phone per team
- printed line graph "stations"

SETUP

Print out the large graphs and hang them up at various locations around the room. Additionally print out one (1) blank piece of graph paper for each team.

The game can be played by up to a maximum of 7 student teams at the same time. The 7 teams rotate through 7 different stations.

Estimated setup time: 10 minutes

RULES

1. Each team starts at the station corresponding to their team number (for example, Team 1 starts at Station 1, Team 2 starts at station 2, and so on).
2. At each station is a large graph with 4 lines drawn on it. Teams need to match the equation displayed on their phone with the line that represents it on the graph. They will then enter the color code that matches the line.
3. If they are correct, the team will be directed to draw the line on their graph paper and label it with the station number. They can then proceed to the next station.
4. If they are incorrect, they will be directed to try again and are able to request a hint on their phone.

RULES (CONT'D)

5. The game ends when all teams have completed the problems at the seven stations.
6. At the end of the game, each team should have a graph that shows all the lines, each labeled with their respective equations. The graph can be checked against an answer key (provided by the teacher).

LAUNCHING THE GAME

For Players:

1. Create an account on wearablelearning.org if you haven't already.
2. Log into wearablelearning.org on your cell phone as a player.
3. Enter the game pin provided by your instructor.
4. Choose your assigned team and player number as you log in.

For Instructors:

1. Identify the total number of student teams that will be playing to determine the number of game instances to start: start game instance 1 if you have 1 to 3 student teams, and game instances 1 and 2 if you have 4 to 7 teams.
2. Assign each player a team and player number before they log in:

Game instance 1 [mylineone].

Team 1 (players 1-3)

Team 2 (players 1-3)

Team 3 (players 1-3)

Game instance 2 [TwoMyLine].

Team 1 (players 1-3)

Team 2 (players 1-3)

Team 3 (players 1-3)

Team 4 (players 1-3)

LAUNCHING THE GAME (CONT'D)

3. Log into wearablelearning.org as a game manager.
4. Start the game instance for the game named "mylineone" if you have 1-3 teams. If you have more than 3 teams, also start the game instance named "TwoMyLine".
5. Once the appropriate number of game instances are started, give the students the game pins.
 - For teams 1 to 3, give the game pin for the first game instance (mylineone).
 - For teams 4 to 7, give the game pin for the second game instance (TwoMyLine).
6. Each student team logs in, enters the game pin, and joins the game with their designated team and player numbers assigned to them.