

# The Slope-Intercept Form of a Line

The slope-intercept form of a line,  $y = mx + b$ , is one of the best-known formulas in algebra. In this activity you'll learn about this equation first by exploring one line, and then by exploring whole *families* of lines.

## SKETCH AND INVESTIGATE

Choose **Graph | Define Coordinate System**.

To hide the points, select them and choose **Display | Hide Points**.

Choose **Graph | Plot Points**. Enter the coordinates in the Plot Points dialog box, click **Plot**; then click **Done**.

You'll start this activity with  $m = 2$  and  $b = 1$  as you explore the line  $y = 2x + 1$ .

1. In a new sketch, define a coordinate system and hide the points  $(0, 0)$  and  $(1, 0)$ .

**Q1** For  $y = 2x + 1$ , what is  $y$  when  $x = 0$ ? Write your answer as an ordered pair.

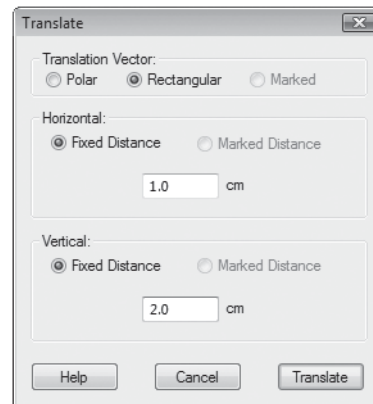
2. Plot this point. Why does it make sense to call this point the *y-intercept*?

**Q2** You found that the *y-intercept* of  $y = 2x + 1$  is 1. What is the *y-intercept* of  $y = 3x + 7$ ? Explain why the *y-intercept* of  $y = mx + b$  is always  $b$ .

You've learned that *slope* can be written as *rise/run*. The slope of the line  $y = 2x + 1$  is 2, which you can think of as  $2/1$  (*rise* = 2 and *run* = 1).

3. Translate your plotted point using this slope.

Choose **Transform | Translate**, use a rectangular translation vector, and enter 1 for the run (horizontal) and 2 for the rise (vertical).



**Q3** What are the coordinates of the new point? Substitute them into  $y = 2x + 1$  to show they satisfy the equation.

**Q4** Translate the new point by the same *rise* and *run* values to get a third point. Find the coordinates of this third point, and verify that it satisfies the equation  $y = 2x + 1$ .

4. Select any two of the three points you've plotted, and choose **Construct | Line**.

What you've done so far is one technique for plotting lines in the form  $y = mx + b$ :

- Plot the *y-intercept*  $(0, b)$ .
- Rewrite  $m$  as *rise/run* (if necessary).
- Find a second point by translating the *y-intercept* by *rise* and *run*.
- Connect the points to get the line. Plot a third point to check the line.

**Q5** Using the method just described, plot these lines on graph paper.

a.  $y = 3x - 2$

b.  $y = (2/3)x + 2$

c.  $y = -2x + 1$

d.  $y = 2.5x - 3$

To measure the coordinates, choose **Measure | Coordinates**.

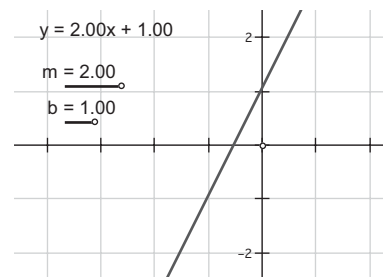
If  $m$  is a decimal such as 1.5, write it as a fraction such as  $3/2$ . If it's a whole number such as 3, write it as a fraction such as  $3/1$ .

## EXPLORING FAMILIES OF LINES

Now that you've plotted a line, focus on how  $m$  and  $b$  affect the equation.

### 5. Open **Slope Intercept.gsp**.

The graph of  $y = 2x + 1$  is already plotted. You can change  $m$  and  $b$  by adjusting their sliders.



To adjust a slider, drag the point at its tip.

### Q6 Adjust slider $m$ and observe the effect.

Describe the differences between lines with  $m > 0$ ,  $m < 0$ , and  $m = 0$ . What happens to the line as  $m$  becomes increasingly positive? Increasingly negative?

### Q7 Now adjust slider $b$ . Describe the effect this value has on the line.

### 6. Select the line and choose **Display | Trace Line**.

### Q8 Adjust $m$ and observe the trace pattern that forms. Describe the lines that appear when you change $m$ . What do they have in common?

### Q9 Erase the traces and adjust $b$ . How would you describe the lines that form when you change $b$ ? What do they have in common?

### 7. Turn off tracing by selecting the line and choosing **Display | Trace Line** again. Erase any remaining traces.

### Q10 For each description below, write the equation in slope-intercept form. To check your equation, adjust $m$ and $b$ so that the line appears on the screen.

- slope is 2.0;  $y$ -intercept is  $(0, -3)$
- slope is  $-1.5$ ;  $y$ -intercept is  $(0, 4)$
- slope is 3.0;  $x$ -intercept is  $(-2, 0)$
- slope is  $-0.4$ ; contains the point  $(-6, 2)$
- contains the points  $(3, 5)$  and  $(-1, 3)$

## EXPLORE MORE

### Q11 Attempt to construct a line through the points $(3, 0)$ and $(3, -3)$ by adjusting the sliders in the sketch. Explain why this is impossible. (Why can't you write its equation in slope-intercept form?)

### Q12 Can you construct the same line with two different slider configurations? If so, provide two different equations for the same line. If not, explain why.