

Slope-Intercept Screen

Explore the parameters of the slope-intercept form of a line.

VIEW Simplified equation of line

DRAG the blue point to change the slope

DRAG the pink point to change the y-intercept

USE the point tool to get the integer coordinates of any point

MANIPULATE the slope and/or y-intercept from the equation

SAVE a line to compare multiple lines simultaneously

SHOW reference lines of $y = x$ or $y = -x$

Game Screen

Challenges are random within each level, but increase in difficulty.

LEVELS 1-2: Set the Slope or Set the Y-Intercept by manipulating either the equation or the graph

Your Equation:
 $y = \frac{1}{1}x - 3$

Your Equation:
 $y = \frac{2}{3}x + 0$

Choose Your Level

Level 1

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Level 2

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Level 3

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Level 4

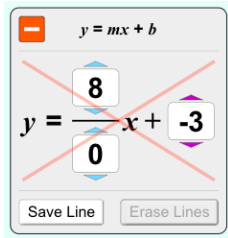
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LEVELS 3-4: Make the Equation, Graph the Line, or Put Points on Line

Your Equation:
 $y = \frac{1}{1}x + 0$

Complex Controls

- If two points are stacked vertically on any screen, the slope will be displayed as undefined and a red x will appear over the equation.



Customization Options

Query parameters allow for customization of the simulation, and can be added by appending a '?' to the sim URL, and separating each query parameter with a '&'. The general URL pattern is:

```
...html?queryParameter1&queryParameter2&queryParameter3
```

For example, in Graphing Slope-Intercept, if you only want to include the 1st screen (`screens=1`), with the external links disabled (`allowLinks=false`) use:

```
https://phet.colorado.edu/sims/html/graphing-slope-intercept/latest/graphing-slope-intercept_all.html?screens=1&allowLinks=false
```

To run this in Spanish (`locale=es`), the URL would become:

```
https://phet.colorado.edu/sims/html/graphing-slope-intercept/latest/graphing-slope-intercept_all.html?locale=es&screens=1&allowLinks=false
```

⚙ Indicates this customization can be accessed from the Preferences menu within the simulation.

Query Parameter and Description	Example Links
<code>gameLevels</code> - specifies which levels appear in the game screen.	<code>gameLevels=1,2</code>
<code>screens</code> - specifies which screens are included in the sim and their order. Each screen should be separated by a comma. For more information, visit the Help Center .	<code>screens=1</code> <code>screens=2,1</code>
<code>initialScreen</code> - opens the sim directly to the specified screen, bypassing the home screen.	<code>initialScreen=1</code> <code>initialScreen=2</code>
⚙ <code>locale</code> - specify the language of the simulation using ISO 639-1 codes. Available locales can be found on the simulation page on the Translations tab . Note: this only works if the simulation URL ends in “_all.html”.	<code>locale=es</code> (Spanish) <code>locale=fr</code> (French)
⚙ <code>regionAndCulture</code> - Select the portrayal of people, places, or objects in the sim. Images are not intended to represent the entire diversity of a region or culture. Possible values: <code>africa</code> , <code>africaModest</code> , <code>asia</code> , <code>latinAmerica</code> , <code>oceania</code> , <code>random</code> , <code>usa</code>	<code>latinAmerica</code>
<code>allowLinks</code> - when <code>false</code> , disables links that take students to an external URL. Default is <code>true</code> .	<code>allowLinks=false</code>

See all published activities for Graphing Slope-Intercept [here](#).
For more tips on using PhET sims with your students, see [Tips for Using PhET](#).