

POSSIBLE QUESTIONS

Here are some questions that the teacher can ask students:

Questions to Ask Before the Activity

- What does an ordered pair (x, y) represent in the coordinate system?
- How can we check if a point satisfies a linear equation?
- In the equation $y = mx + b$, what do m and b represent?

Questions to Ask During the Activity

- What feature do you focus on first to find a point on the line?
- What do you plan to do differently in your next attempt?
- What strategy are you using to avoid making random guesses?
- Since there's a time limit, how are you prioritizing your steps?

Questions to Ask After the Activity

- What mathematical concepts did you use in this game?
- How did this activity help you better understand a linear equation?
- How did this type of game make learning math more enjoyable for you?