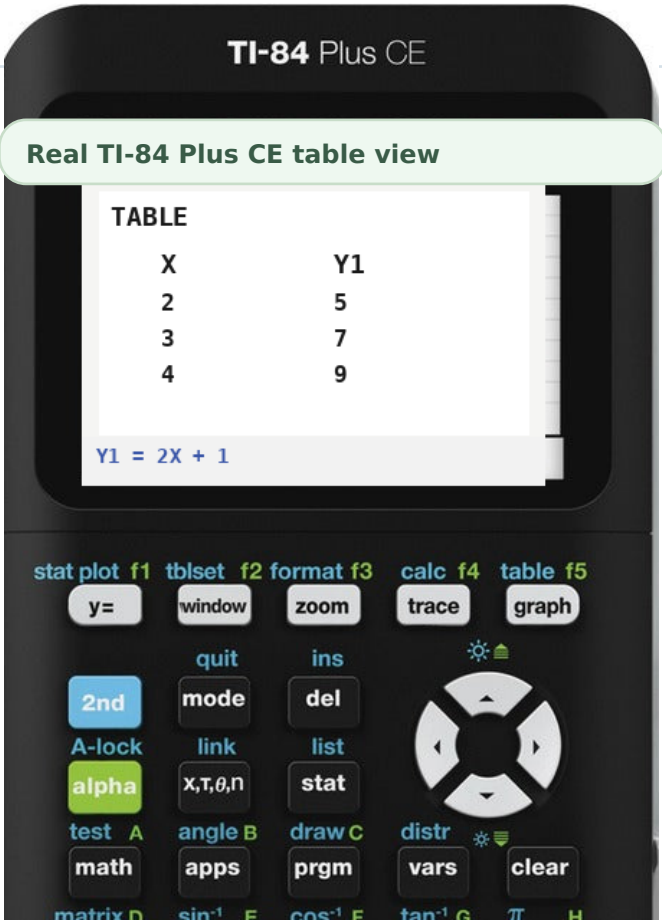
3. Window, TRACE and table

School-poster style • Read y = 2x + 1 at x = 3

C4C POSTER



Real TI-84 Plus CE table view

What students should notic

- WINDOW controls the visible coordinate range.
- TRACE moves along the graph one point at a time.
- TABLE pairs x-values with function outputs.

Teacher talk

Ask: “If x increases by 1, how much does y increase for y = 2x + 1?”

Expected result

At x = 3, students should read y = 7 from TRACE or TABLE.

Key sequence y= → graph → 2nd → graph

Graph Y1 = 2X + 1

y= → graph

Enter the rule, then press GRAPH.

Open TABLE

2nd → graph

Press 2nd, then GRAPH to open TABLE.

Find x = 3

Move to the row where x equals 3.

Read y

The corresponding output is 7.

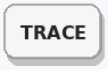
Window, TRACE and table: classroom support

Key-by-key reminder, common mistakes, and a student challenge

C4C POSTER

Key-by-key reminder

WINDOW
Change the viewing range.



TRACE
Move along the graph.

2nd
Open secondary labels.

GRAPH
Draw; with 2nd it opens TABLE.

Y=
Enter a function.

ZOOM
Reset or change the view.

5-minute classroom routine

1. Graph y = 2x + 1.
2. Ask students to predict y at x = 3.
3. Open TABLE.
4. Locate x = 3.
5. Compare prediction with y = 7.

Common mistakes to watch

- Reading the wrong table column.
- A viewing window hides the graph even though the equation is correct.
- Using TABLE before entering or enabling the function.

Student challenge / exit ticket

Try one of these follow-up tasks:

- **y = 3x − 2 at x = 4**
- **y = x² at x = −3**
- **y = 5 − x at x = 2**

Predict the output, then verify it using TRACE or TABLE.