Function Machine

Purpose: For students to practice input-output tables with different numerical expressions

Level/TEKS Reference: 4(B) represent problems using an input-output table and numerical expressions to generate a number pattern that follows a given rule representing the relationship of the values in the resulting sequence and their position in the sequence

Length of time necessary for game or activity: each game is different so the time will vary

Number of Participants: 1 player or students can be paired up to work together

Source for Game or Activity: URL: https://www.mathplayground.com/functionmachine.html

Procedure:

1. Type in URL
2. Click on Beginner or Advanced
3. Set a Maximum Number
4. Choose an Activity Level
5. Choose whether you or the computer picks the Input
6. When it's your turn: decide the input, type in your choice on the popup calculator provided
7. Enjoy

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