

Algebra I & II Virtual Manipulatives Worksheet

Go to the [National Library of Virtual Manipulatives](#) and use the manipulatives there to answer the questions. The names of the Manipulatives should match the title for each question or questions. Use your own paper, and, if necessary, you can print graph paper for sketches. The Instruction button on the upper right of the menu bar will explain how to use each manipulative.

If the link doesn't work, go to <http://nlvm.usu.edu/en/nav/vlibrary.html> and click on the box for Number & Operations for 9-12.

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Conway's Game of Life

1. What pattern did you start with?
2. How many generations passed before the population stabilized? Or before you gave up and quit?

Venn Diagrams

1. Sketch 2 problems you worked correctly.

Turtle Geometry

1. Which path did you use? (Maze, drawing or rocks)
2. Write down the plan you created.

Decimals

1. List 2 of the problems you did.
2. Sketch of the column and pie charts of your 2 problems.

Peg Puzzle

1. What was the largest puzzle size you completed?
2. How many moves did it take you?

Pascal's Triangle

1. What row is completely filled if you do multiples of 5?

Number Puzzles

1. Show your completed puzzle.
2. Show the sum you were using.

Number Line Bounce

1. Sketch your number line (with bounces) and write your equation.

Mastermind

1. If you won, show your color pattern.

Grapher

1. List the function(s) you graphed.
2. Sketch the graph(s) with window sizes.

Function Machine

1. List two tables of values you completed correctly.
2. Can you determine a function for the values? If so, list it with the table.

Fractions – Equivalent

1. List 3 fractions and their equivalents.

Fractions – Adding

1. Do 2 problems.
2. Show the new fractions and your solution

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Factor Tree

1. Do 2 sets of numbers
2. Sketch each set of circles.
3. List the GCF and LCM for each set.

Circle 99

1. Show your successfully completed circle.

Circle 0

1. Show your successfully completed circle.