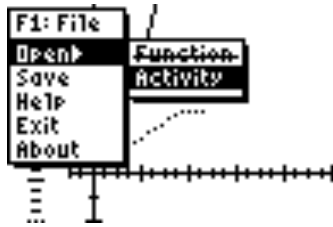


## Quick Reference for SimCalc MathWorlds on TI-83+ & TI-84+ Graphing Calculators

To open MathWorlds, press the **APPS** key, then select **MthWrlds**. Log in with the username that your teacher gives you for online mode (Connected MathWorlds) or wait to enter offline mode.

### F1: File

Use **Open** to open a saved activity in offline mode, **Save** to save your current work, **Exit** to quit MathWorlds and **About** to find your group number and count-off number.



To open an activity

```

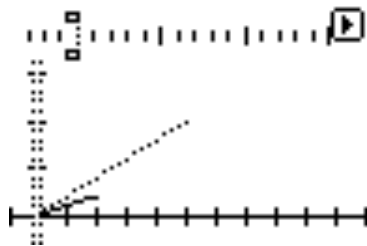
SimCalc MathWorlds
Version 5.0.96
Jul 16, 2006 10:29:10 PM

Group Number: 0
Count Off Number: 0
Working Offline
Press Any Key
    
```

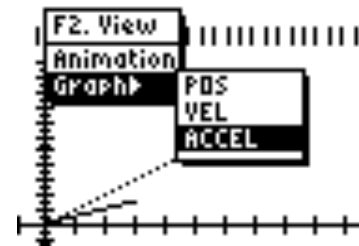
About Menu

### F2: View

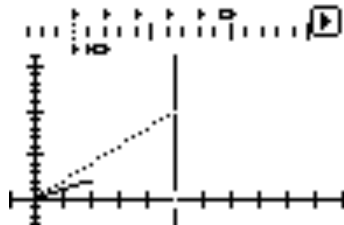
Select **Animation** then play and pause your animation by pressing enter. Step through the animation by using left/right cursor keys. You can also view different graphs, if available, under **Graph**.



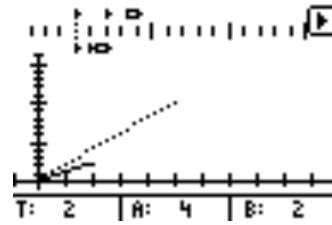
Animation Mode



View different graphs, if available



Both cars dropping marks **F4: Tools**, select **Marks**, then run animation



Numeric display is on **F4: Tools** select **NumDisp** ▶ **On**

### Tool Tips

Other tools for animation, such as marks and times, are available under **F4: Tools**.

To end animation or use other menus, press **2<sup>nd</sup> MODE** to QUIT.

### F3: Edit

Select **Actor** ▶ to edit Actor **A** or Actor **B**'s starting position in the world. **POS** ▶ **A** ▶ allows you to edit the function expression (**FnEdit**), or graphically edit (**GrphEdit**). The editing options are the same for **B** ▶, **VEL** ▶, and **ACCEL** ▶.

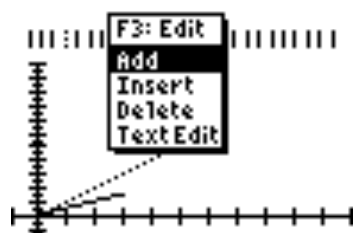
### Helpful Hint

After making changes in the world or on your graph, press **ENTER** to save them.

### Graphical Editing

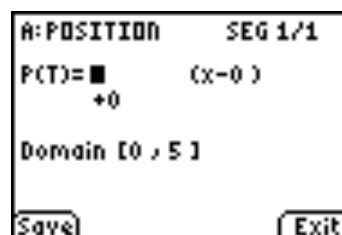
**GrphEdit:** After selecting graphical editing, press **F3** and you can **Add**, **Insert**, and **Delete** segments

**PtEdit:** Edit segment hotspot by ordered pair



### Editing Function Expression

You can edit the function expressions of all of your line segments. When in the **FnEdit** window, press **2<sup>nd</sup>**, then the left or right arrows to edit a previous or next segment.

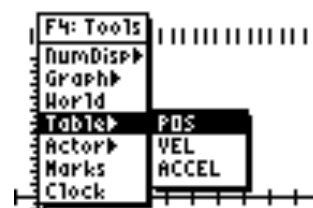


### Definition: Hotspot

A **hotspot** is a blinking cursor at the end of a line segment (or at the beginning of your first segment). To move between segments, press **2<sup>nd</sup>**, then the left or right cursor.

### F4: Tools

- NumDisp** ▶ Turns the Numeric Display On or Off during animation
- Graph** ▶ Allows you to change the Graph properties
- World** ▶ Allows you to change the World settings
- Table** ▶ Displays a table of values for the selected graph
- Actor** ▶ Allows you to change the name of the selected Actor
- Marks** ▶ Turn your Actors' marks Off or On. Marks are dropped according to the *Step Time* set in **F4: Tools** ▶ **Clock**
- Clock** ▶ Set the start and stop time for animation and change the Step Time



### F5: Connect

Use **Teacher** ▶ to send your teacher information for Actor A, Actor B, or both. Your teacher will let you know when you can send your work.

