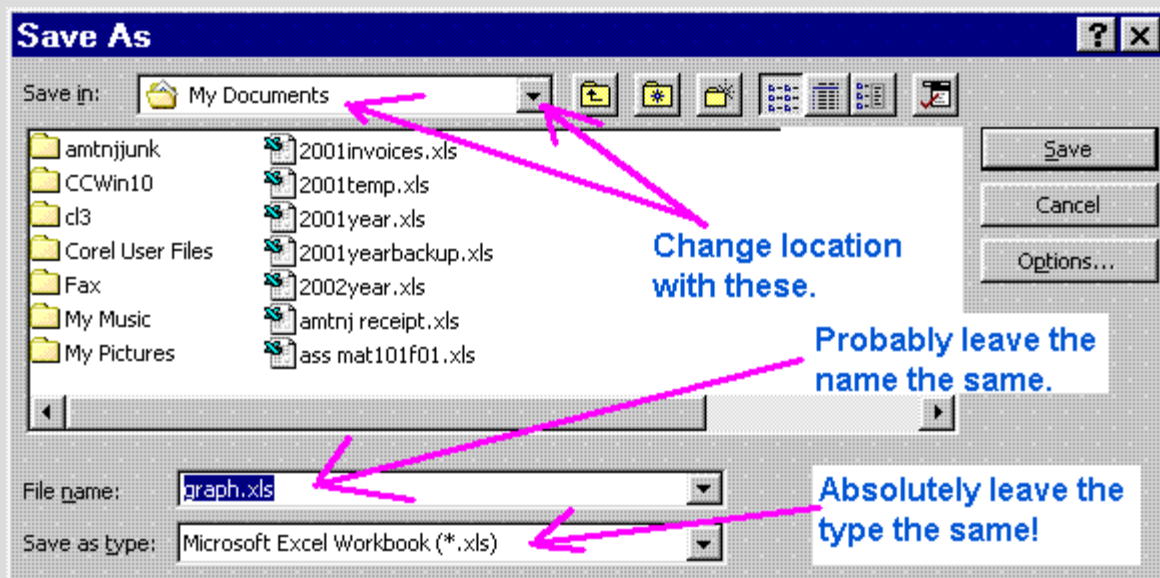


## Storage

These spread sheets are stored on your computer by your browser (as is any web page) before they are "run."

You may wish to save a spread sheet to a location for your later use. You are hereby granted permission to do that for not-for-profit purposes.



To save a spread sheet,

Press **F**ile, then

Press **S**ave **A**s, (or Alt + F, then A) then

Save it **SOMEWHERE YOU CAN FIND IT** --

Desktop, My Documents, etc.

## Spreadsheet Notes



The Spreadsheet Notes & Index is a page (linked at left through button) containing notes and instructions on how to do things like create a formula in a cell, sort data, and use a function.

## Ready-Made Spreadsheets

### [area.xls](#)

- Perimeter of rectangles, parallelograms, triangles, trapezoids, circles.
- Area of rectangles, parallelograms, triangles, trapezoids, circles, and figures with mixed areas.
- Volume of prisms, pyramids, cylinders, cones

### [compute.xls](#)

- Designed with a game- and puzzle- and test-writing teacher in mind. This is what I, Agnes Azzolino, use to generate problems, and complete computation for answer keys and games and puzzles.
- Contains pieces of other spreadsheets.
- Includes, arithmetic, prealgebra, algebra, some geometry, trig and triangles, statistics.

### [ConDots.xls](#)

- Same as compute.xls but with completed puzzles

[cramers.xls](#)

- Properties of determinants.
- EVALUATE A DETERMINANT.  
2 by 2 determinant - graphic and hot determinant  
3 by 3 determinant by augmented columns - graphic and hot determinant  
3 by 3 or higher determinant evaluated by minors - graphic
- Solve Linear System in Two Unknowns by Cramer's Rule.
- Solve Linear System in Three Unknowns by Cramer's Rule.
- Compute each of the 6 possible ways of computing the 3x3 determinant by minors.

[curve.xls](#)

Given a set of test scores:

- Sorts scores.
- Computes mean.
- Computes standard deviation.
- Computes curved cut off scores.
- Compute z-scores.

[exp2.xls](#)

- Compute yearly, semiyearly, quarterly, monthly, daily, and every minute given initial principal, rate, and time.
- Solve for  $P$ ,  $P_0$ ,  $r$ ,  $t$ , but not  $n$ , for instantaneous and non-instantaneous interest.
- Graph two exponential curves w/user entry of parameters.

[gradet.xls](#) (grade test)

- Input number correct, total number, and grade range and the % and letter grades are stated.
- Using mean and standard deviation, curve a set of tests.
- Enter 3 raw 2nd quarter grades, the 1st quarter grade, and the midterm and get the 1st semester grade.

[graph.xls](#)

- Provides the user with a table of 10, 20, or 30 cells and a graphed function.
- The user must edit the function then paste it to the other y-cells to draw a new graph.

[heron.htm](#)

- See [pyth3.xls](#) below.

[Hypothesis.Tests.2022.xls](#)

- See: the [Hypothesis Tests](#) web page

[pica.xls](#)

- Convert inches, picas, points, and millimeters for use in printing and page layout and design.

[maytrix.xls](#)

- Add 1x3, 2x3, 2x2, 3x3, or up to 5x5 arrays using matrix rules. Subtract up to 5x5.
- Multiply a 1x3 times a 3x1, a 2x3 times a 3x1, a 2x2 times a 2x2, a 3x3 times a 3x3, and conformable  $m$  by  $n$  times a  $n$  by  $p$

- Multiply a  $1 \times 3$  by a  $3 \times 2$ , a  $2 \times 3$  by a  $3 \times 2$ , and a  $2 \times 3$  by a  $3 \times 3$  with color-coding to show the origin of each factor.
- Compute inverse of  $2 \times 2$  or  $3 \times 3$ . Contains notes & worksheet.
- Answer key to worksheet and notes on computation of  $3 \times 3$  inverse.
- UNDER CONSTRUCTION  $3 \times 3$  inverse derivation
- Row transformation to find inverse
- Solve system by inverse,  $2 \times 2$ ,  $3 \times 3$
- Matrix vs. Cramer's Rule to Solve a  $3 \times 3$
- UNDER CONSTRUCTION Solve system, Gauss-Jordan elimination
- User & Spread sheet jointly use row transformation to find inverse

### [linear.xls](#)

- Graphs line given  $m$ ,  $b$ , starting  $x$ , increment in  $x$ .
- Does the above and also graphs a line given 2 points & computes the slope and  $y$ -intercept given the 2 points.

### [poly.xls](#)

- Graph a polynomial defined by degrees and coefficients.  

$$y = a_n x^n + a_{n-1} x^{n-1} + a_{n-2} x^{n-2} + a_{n-3} x^{n-3} + a_{n-4} x^{n-4} + a_{n-5} x^{n-5} + a_{n-6} x^{n-6} + a_{n-7} x^{n-7}$$
- Graph a polynomial displayed in factored form.  

$$y = A(x - b)^B(x - c)^C(x - d)^D$$
- Synthetically divide and then view the quotient polynomial and remainder.  
 Divide  $(a_n x^n + a_{n-1} x^{n-1} + a_{n-2} x^{n-2} + a_{n-3} x^{n-3} + a_{n-4} x^{n-4} + a_{n-5} x^{n-5} + a_{n-6} x^{n-6} + a_{n-7} x^{n-7}) \tilde{A} \cdot (x - c)$
- Solves linear or quadratic equations. Multiplies 2 binomials or 3 binomials.

### [prime.xls](#)

- The prime factorization of whole numbers from 2 to 122 in two displays.
- Whole numbers from 1 to 1000 with primes highlighted.  
 This page is arrange to show that:  
**ALL PRIMES, OTHER THAN 2 AND 3, MUST BE ONE MORE OR ONE LESS THAN A MULTIPLE OF 6.**
- Whole numbers from 1 to 1002 with primes highlighted.
- The times tables up through  $50 \times 30$

### [pyth3.xls](#)

- Examine Pythagorean Triangles -- triangles with "nice" sides, generated because:  
 If  $p > q$ , then  $p$  and  $q$  may be used to generate the right triangle with  

$$\text{leg } a = p^2 - q^2,$$

$$\text{leg } b = 2pq, \text{ and}$$

$$\text{hypotenuse } c = p^2 + q^2.$$
- For Heronian triangles see: [Pythagorean Triples graphics](#)
- [Heronian Triangles](#) -- 2 right triangles butted up together and sharing a common side.  
 for all  $x$ , generate triples  
 for all even  $x$ , generate triples  
 Heronian triangles are a pair of right triangles with a "shared side."

### [quadratic.xls](#)

- Enter  $h$ ,  $k$ , and  $a$  to generate general form and  $x$ -intercepts.

- Multiply 2 binomials to find the product, vertex, discriminant.
- Solve a quadratic equation by entering the required constants and coefficients.
- Write general form in quadratic form.

### [ratl.xls](#)

- Graph and table of  $(Ax^m)/(Bx^n)$   
Watch the power of the top or bottom equal or dominate the other.  
Examine horizontal asymptotes or infinite increase or decrease.  
Think endbehavior and explore.
- Graph and table of rational function, polynomial  $A(x)$  divided by  $B(x)$ .  
Examine asymptotes.  
Examine the role of factors  $A(x)$  and  $1/B(x)$ .
- Graph and table of rational functions written as  $A(x) / B(x) + C(x)$   
Really play with  $C(x)$ , the asymptote
- Complete synthetic division and rewrite of quotient and remainder.

### [sine.xls](#)

- Graphs  $y=Asin(Bx-C) +D$ , where A, B, C, D are input values.
- Scatter-Plots  $y=Atan(Bx-C)+D$ , where A, B, C, D are input values.
- Graphs two sine functions where A, B, C, D are input values.
- Graphs one sine function and one cosine function where where A, B, C, D are input values.

### [solvtrg.xls](#)

- Solve a right triangle.
- Solve a 45-45-90 triangle.  
Input leg a. Seek a leg and hypotenuse.  
Input side c. Seek two legs.
- Solve a 30-60-90 triangle.  
Input leg a. Seek a leg and hypotenuse.  
Input leg b. Seek a leg and hypotenuse.  
Input side c. Seek the hypotenuse.
- Use Pythagorean Theorem and arithmetic and basic trig.  
Input leg a and leg b. Seek the hypotenuse and the angles.  
Input hypotenuse c and leg a. Seek a leg and the angles.  
Input angle A and side a. Seek a leg, side, and hypotenuse.
- Solve any triangle.  
Use the Sine Law, if a side and the opposite angle are given.  
Input angles A , B, side a. Seek two sides and an angle.  
Input angle A , side a, side b. Seek two angles and a side.
- Use the Law of Cosines.  
Input sides a, b, c. Seek each angle.  
Input angle A , sides b,c. Seek no solution, 1 solution, or 2 solutions.

### [stat.xls](#)

Compute.

- mean and (by spread sheet and table) the standard deviation.
- z-score and stanine.
- area under standard normal and normal curves above or below a z-score or x-score or within an interval.
- the x-score or z-score given a probability.

[synthetic.xls](#)

- Completes synthetic division on a quadratic or a higher order polynomial divided by a linear binomial.

[vector.xls](#)

Compute.

- resultant given 2 vectors automatically and manipulatively.
- polar coordinates given rectangular coordinates.
- rectangular coordinates given polar coordinates.
- ALSO SEE polrect.xls, a [Digital Manipulative](#)



[pdf of this page](#) [videos of digital manipulative topics](#)

## Digital Manipulatives

[Digital manipulatives](#) are now available as movable graphics (digital tokens) on a spreadsheet. They are ideal for the teacher to use as a model even without the student using them as manipulatives. They are useful for writing tests (including graphics), and for students to complete projects or labs.

Save and edit a copy for yourself (for not-for-profit purposes), but keep the original copy right, author and source page on the table of contents where you also might add note.

Learn how to [insert a picture in a spread sheet](#) or [use or write a DIGITAL MANIPULATIVE](#) spread sheet or just use these.

- ["Hundreds Board for Web and Classroom Projection"](#) -- both the traditional board and the integer board are available.
- [100s.xls](#) -- Hundreds Board
- [abacus.xls](#) -- Chinese, Japanese, Roman, etc.
- [areaf.xls](#) -- Area formulas for a rectangle, parallelogram, triangle, trapezoid, circle.
- [coins.xls](#) -- Heads and tails of penny, nickel, dime, quarter, half- and silver dollars, imprinted with cent value or plain.
- [bases.xls](#) -- cubes for the 0, 1st, 2nd, 3rd powers of 2, 3, 4, 5, and 10 and coins (0, 1st, 2nd, powers of 5 and base 10).
- [fract.xls](#) -- Movable fraction bars from 1/1 to 1/15 on multiple sheets.
- [deck.xls](#) -- A deck of cards.
- [dice.xls](#) -- A single die, or pair of dice, sample space and "rollable."
- [hands.xls](#) -- shekels, tokens, in one or two hands.
- [hyro.xls](#) -- contains glyphs, cartuches, a column, and pre made phrases with which to create "hyroglyphic" messages.
- [jig1.xls](#) -- UNIT CIRCLE JIG SAW PUZZLE
- [napierb.xls](#) -- Napier's Bones for multiplication, division, square roots, with instructions.
- [nomogrf.xls](#) -- Nomograph for whole, signed, fraction, decimal computation.
- [polrect.xls](#) -- Vector addition with moveable vectors and with spread sheet computations.
- [sinelaw.xls](#) -- sine law digital manipulative
- [slide.xls](#) -- slide rules for decimal and fraction addition and subtraction and for log computation (unfinished).
- [strips.xls](#) -- Multiple strips & fraction bars.
- [42.xls](#) -- Game for 2 Players, uses mental computation and words like multiple, reciprocal, cube, double, prime, ...
- [sumelse.xls](#) -- Sum Thing Else Game, keep a match and go again. The most matches wins the game.
- Term Tiles & Tokens

[create.xls](#) -- for students, though it includes no active hot cells and only some of the "manipulative graphics."

[hot.xls](#) -- for students, and includes active hot cells of tiles.xls and only some of the "manipulative graphics."

[tiles.xls](#) -- for the parent, teacher, professional educator contains ALL "manipulative graphics" and active hot cells.

- [trans.xls](#) -- contains symbols of phonetic transcriptions and index of sounds.
- [signalf.xls](#) -- signal flags and Morse Code